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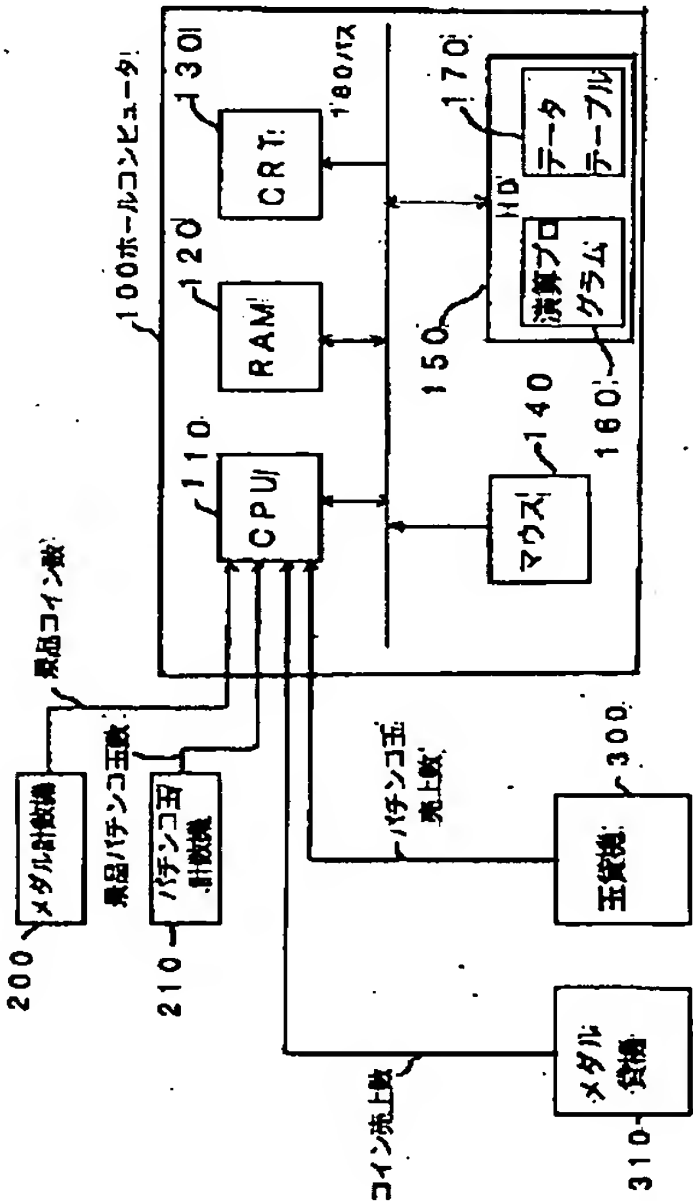
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(54)【発明の名称】 遊技機管理装置

(57)【要約】

【課題】異なる貸出単価の遊技機が配設された遊技場においても、割数で営業分岐点を管理することを可能とする。

【解決手段】CPU 110は、演算処理プログラム160に従って、データテーブル170を用いながら演算処理を行なう。その演算処理において、「パチンコ貸出単価÷パチンコ交換単価×(1-利益額/売上額)」なる式で景品割数を求めこれをCRT 130に表示出力させる。



【特許請求の範囲】

【請求項1】 処理手段の処理手順を記述したプログラムを格納した記憶手段を有し、異なる貸玉単価の遊技機が配設された遊技場の営業指数を求めることが可能な遊技機管理装置であって、
 前記処理手段は、前記プログラムに従って、前記記憶手段を用い、
 遊技場における全遊技媒体の売上額と、全遊技媒体の景品への交換金額（景品金額）と、或る機種の遊技機に対する貸出単価および交換単価とを受け付けて前記記憶手段に記憶させる処理と、
 前記記憶手段に記憶させた前記売上額と前記景品金額とを用いて、それらの差（利益額）を求める処理と、
 前記記憶手段に記憶させた前記貸出単価、前記交換単価および前記売上額、さらに前記求めた利益額とを用いて、「貸出単価÷交換単価×（1－利益額／売上額）」なる式で景品割数を求める処理と、
 この景品割数を記憶手段の所定エリアに記憶させると共に表示手段に表示させる処理と、を実行することを特徴とする遊技機管理装置。

【請求項2】 異なる貸玉単価の遊技機が配設された遊技場の営業指数を求めることが可能な情報処理装置であって、
 景品割数を求める処理を行う処理手段を備え、
 該処理手段は、
 外部から与えられるパチンコ貸出単価、パチンコ交換単価、スロット貸出単価を受け付けて前記記憶手段に記憶させる第1の手段と、
 玉貸機から得られるパチンコ玉の売上数（パチンコ玉売上数）と、メダル貸機から得られるコインの売上数（コイン売上数）と、パチンコ玉計数機から得られる計数結果（景品パチンコ玉数）と、メダル計数機から得られる計数結果（景品コイン数）とを記憶手段に記憶させる第2の手段と、
 前記記憶手段に記憶させた前記パチンコ玉売上数に前記記憶手段に記憶させた前記パチンコ貸出単価を乗じたものと、前記記憶手段に記憶させた前記コイン売上数に前記記憶手段に記憶させた前記スロット貸出単価を乗じたものとの加算結果（売上額）を求める第3の手段と、
 前記記憶手段に記憶させた前記景品パチンコ玉数に、前記記憶手段に記憶させた前記景品コイン数に所定変換係数を乗じたものを加算した加算結果（景品玉数）を求める第4の手段と、
 前記景品玉数に前記記憶手段に記憶させた前記パチンコ交換単価を乗じた乗算結果（景品金額）を求める第5の手段と、
 前記売上額から前記景品金額を減じた減算結果（利益額）を求める第6の手段と、
 前記記憶手段に記憶させた前記パチンコ貸出単価、前記パチンコ交換単価、および、求めた前記利益額および前

記売上額を用いて「パチンコ貸出単価÷パチンコ交換単価×（1－利益額／売上額）」なる式で景品割数を求める第7の手段と、

この景品割数を前記記憶手段の所定エリアに記憶させると共に表示手段に表示させる第8の手段と、を備えた遊技機管理装置。

【請求項3】 処理手段の処理手順を記述したプログラムを格納した記憶手段を有し、異なる貸玉単価の遊技機が配設された遊技場の営業指数を求めることが可能な遊技機管理装置であって、
 前記処理手段は、前記プログラムに従って、前記記憶手段を用い、
 遊技場における全遊技媒体の売上額と、遊技場における差玉と、或る機種の遊技機に対する貸出単価および交換単価とを受け付けて前記記憶手段に記憶させる処理と、
 前記記憶手段に記憶させた売上額、貸玉単価、差玉および交換単価を用いて、「売上額－（売上額÷貸出単価－差玉）×交換単価」なる式で粗利益を求める処理と、
 前記記憶手段に記憶させた前記貸出単価、前記交換単価および前記売上額、さらに前記求めた粗利益とを用いて、「貸出単価÷交換単価×（1－粗利益額／売上額）」なる式で営業割数を求める処理と、
 この営業割数を記憶手段の所定エリアに記憶させると共に表示手段に表示させる処理と、を実行することを特徴とする遊技機管理装置。

【請求項4】 異なる貸玉単価の遊技機が配設された遊技場の営業指数を求めることが可能な情報処理装置であって、
 営業割数を求める処理を行う処理手段を備え、
 該処理手段は、
 外部から与えられるパチンコ貸出単価、パチンコ交換単価、スロット貸出単価を受け付けて前記記憶手段に記憶させる第1の手段と、
 玉貸機から得られるパチンコ玉の売上数（パチンコ玉売上数）と、メダル貸機から得られるコインの売上数（コイン売上数）と、パチンコ機から得られるパチンコ差玉と、パチスロ機から得られるコイン差玉とを記憶手段に記憶させる第2の手段と、
 前記記憶手段に記憶させた前記パチンコ玉売上数に前記記憶手段に記憶させた前記パチンコ貸出単価を乗じたものと、前記記憶手段に記憶させた前記コイン売上数に前記記憶手段に記憶させた前記スロット貸出単価を乗じたものとの加算結果（売上額）を求める第3の手段と、
 前記記憶手段に記憶させた前記パチンコ差玉に、前記記憶手段に記憶させた前記コイン差玉に所定変換係数を乗じたものを加算した結果（差玉）を求める第4の手段と、
 前記記憶手段に記憶させた前記パチンコ貸出単価およびパチンコ交換単価、さらに求めた前記売上額、前記差玉を用いて「売上額－（売上額÷パチンコ貸出単価－差

玉)×パチンコ交換単価」なる式で粗利益額を求める第5の手段と、

前記記憶手段に記憶させた前記パチンコ貸出単価、前記パチンコ交換単価、さらに求めた前記粗利益額および前記売上額を用いて「パチンコ貸出単価÷パチンコ交換単価×(1-粗利益額/売上額)」なる式で営業割数を求める第6の手段と、

この営業割数を前記記憶手段の所定エリアに記憶させると共に表示手段に表示させる第7の手段と、を備えた遊技機管理装置。

【請求項5】 請求項1、2、3および4の内のいずれか一項に記載の装置において、

前記処理手段は、

予め設定されたパスワードが与えられた時に、前記割数を求めるための手段を起動させるように構成されていることを特徴とする遊技機管理装置。

【発明の詳細な説明】

【0001】

【発明の属する技術分野】本発明は、異なる貸出単価の遊技機が配設された遊技場の営業指数を求める機能を有する遊技機管理装置に関する。

【0002】

【従来の技術】近年、遊技ホールには多数台のパチンコ機やパチスロ機が配設されているため、こらがどのような稼働状態になっているかを管理するための遊技機管理装置が設置されている。この遊技機管理装置には景品割数や営業割数(機種割数とも称される)といった営業指数を求める機能を有するものがある。

【0003】図10を参照して、まず従来の景品指数の演算原理や問題点について説明する。従来、景品割数は「景品玉数÷(売上額÷貸玉単価)×10」なる式で求めており、パチンコ機の場合、景品割数が16.0で売上額と景品金額が同じ、いわゆるトントン状態であることを示しており、パチスロ機の場合には10.0でトントン状態となる。パチンコ機(P)の貸玉単価を4円、パチスロ機(S)の貸玉単価を20円として、それらの売上額、景品交換した玉数である景品玉数、景品割数の一例を図10(a)に示す。

【0004】ところで、この場合の店全体の景品割数を考えるために、スロット1枚分をパチンコ玉5個分に換算して足し込むと、店全体での売上額、景品玉数、景品割数の図10(b)に示すようになる。ここで、パチンコ機、パチスロ機の交換単価を夫々、2.5円、20円として利益額を計算すると、図10(c)に示すように、割数は15.50であるにも関わらず店全体では赤字状態となっており、従来の16.0は損益分岐点となり得ない。そこで、店全体でトントンの割数を考えるために、あと50000円あればトントン状態となるので、パチンコ玉の景品玉数があと20000個少なければ利益が0となるので、この状態での割数を計算すると

図10(d)に示すようになる。しかし、この計算では割数が15.10でトントン状態であることになる。そこで今度は、パチンコの売上額があと50000円多い場合を想定すると図10(d)に示すようになるため、今度は割数が15.12でトントン状態となってしま

う。
【0005】このように、貸出単価の異なるパチンコ機とパチスロ機の売上げ比率に応じてトントン割数が変化してしまっていた。次に、図11を参照して従来の営業割数の演算原理や問題点について説明する。従来、営業割数は「(売上額-差玉×貸出単価)÷売上額×10」(但し差玉は、遊技機に投入したアウト玉と、遊技機から払い出されたセーフ玉との差)なる式で求めており、パチンコ機の場合、16.0でトントン状態であることを示しており、パチスロ機の場合には10.0でトントン状態となる。また、粗利益額は「売上額-(売上額÷貸出単価-差玉)×交換単価」で求めており、パチンコ機(P)の貸玉単価を4円、パチスロ機(S)の貸玉単価を20円、パチンコ機の交換単価を2.5円として、それらの売上額、差玉、営業割数、粗利益の一例を図11(a)に示す。

【0006】この場合にも、赤字であるのに営業割数が16.0より小さくなっている。そこで、利益があと62500円あればトントン状態となるので、パチンコの差玉があと、「62500÷2.5=25000個」多ければ粗利益が0となるので、この状態での割数を求めると図11(b)に示すようになる。しかし、この計算では割数が15.10でトントン状態であることになる。そこで今度は、パチンコの売上額があと625500円多い場合を想定すると図10(c)に示すようになるため、今度は割数が15.432でトントン状態になってしまう。したがって、営業割数に関しても、貸出単価の異なるパチンコ機とパチスロ機の売上げ比率に応じてトントン割数が変化してしまっていた。

【発明が解決しようとする課題】このように従来の演算手法によれば、異なる貸出単価の遊技機が配設された遊技場において、営業損益分岐点を割数で管理することができなかった。

【0007】本発明は、このような従来の課題を解決するためになされたもので、異なる貸出単価の遊技機が配設された遊技場においても、割数で営業分岐点を管理することを可能とするための遊技機管理装置を提供することを目的とする。

【課題を解決するための手段】本願の発明者は、上記課題を解決するために、景品割数を「景品割数=(貸出単価÷交換単価)×(1-利益額÷売上額)×10」として求めること、および、営業割数を「(貸出単価÷交換単価)×(1-粗利益額÷売上額)×10」として求めることを提案する。この式によれば、(1)利益額が大きくなると割数が小さくなっていく、(2)利益額が0

であるとき「貸出単価÷交換単価」となってトントン状態と割数となる、(3)利益がプラスであるとトントン状態の割数よりも小さな割数となること、(4)利益がマイナスであるとトントン状態の割数よりも大きな割数となること、(5)利益額と売上額とが等しいと割数は0.0となること、の従来の割数を条件を総て満たす。しかも、上記従来例のようにパチンコ貸玉単価4円、パチンコ交換単価2.5円、パチスロ機貸玉単価20円の場合には、双方が遊技者に配設されていても割数16.00で正確に損益分岐点となるので、新たな景品割数、営業割数を求めることで赤字状態にあるのか黒字状態にあるのか即座に把握できることになる。

【0008】そこで、上記目的を達成するために、本発明の内の請求項1に係る発明は、処理手段の処理手順を記述したプログラムを格納した記憶手段を有し、異なる貸玉単価の遊技機が配設された遊技場の営業指数を求めることが可能な遊技機管理装置であって、前記処理手段は、前記プログラムに従って、前記記憶手段を用い、遊技場における全遊技媒体の売上額と、全遊技媒体の景品への交換金額(景品金額)と、或る機種種の遊技機に対する貸出単価および交換単価とを受け付けて前記記憶手段に記憶させる処理と、前記記憶手段に記憶させた前記売上額と前記景品金額とを用いて、それらの差(利益額)を求める処理と、前記記憶手段に記憶させた前記貸出単価、前記交換単価および前記売上額、さらに前記求めた利益額とを用いて、「貸出単価÷交換単価×(1-利益額/売上額)」なる式で景品割数を求める処理と、この景品割数を記憶手段の所定エリアに記憶させると共に表示手段に表示させる処理と、を実行することを特徴とするようにした。

【0009】また、請求項2に係る発明は、異なる貸玉単価の遊技機が配設された遊技場の営業指数を求めることが可能な情報処理装置であって、景品割数を求める処理を行う処理手段を備え、該処理手段は、外部から与えられるパチンコ貸出単価、パチンコ交換単価、スロット貸出単価を受け付けて前記記憶手段に記憶させる第1の手段と、玉貸機から得られるパチンコ玉の売上数(パチンコ玉売上数)と、メダル貸機から得られるコインの売上数(コイン売上数)と、パチンコ玉計数機から得られる計数結果(景品パチンコ玉数)と、メダル計数機から得られる計数結果(景品コイン数)とを記憶手段に記憶させる第2の手段と、前記記憶手段に記憶させた前記パチンコ玉売上数に前記記憶手段に記憶させた前記パチンコ貸出単価を乗じたものと、前記記憶手段に記憶させた前記コイン売上数に前記記憶手段に記憶させた前記スロット貸出単価を乗じたものとの加算結果(売上額)を求める第3の手段と、前記記憶手段に記憶させた前記景品パチンコ玉数に、前記記憶手段に記憶させた前記景品コイン数に所定変換係数を乗じたものを加算した加算結果(景品玉数)を求める第4の手段と、前記景品玉数に前

記記憶手段に記憶させた前記パチンコ交換単価を乗じた乗算結果(景品金額)を求める第5の手段と、前記売上額から前記景品金額を減じた減算結果(利益額)を求める第6の手段と、前記記憶手段に記憶させた前記パチンコ貸出単価、前記パチンコ交換単価、および、求めた前記利益額および前記売上額を用いて「パチンコ貸出単価÷パチンコ交換単価×(1-利益額/売上額)」なる式で景品割数を求める第7の手段と、この景品割数を前記記憶手段の所定エリアに記憶させると共に表示手段に表示させる第8の手段と、を備えた遊技機管理装置である。

【0010】また、請求項3に係る発明は、処理手段の処理手順を記述したプログラムを格納した記憶手段を有し、異なる貸玉単価の遊技機が配設された遊技場の営業指数を求めることが可能な遊技機管理装置であって、前記処理手段は、前記プログラムに従って、前記記憶手段を用い、遊技場における全遊技媒体の売上額と、遊技場における差玉と、或る機種種の遊技機に対する貸出単価および交換単価とを受け付けて前記記憶手段に記憶させる処理と、前記記憶手段に記憶させた売上額、貸玉単価、差玉および交換単価を用いて、「売上額-(売上額÷貸出単価-差玉)×交換単価」なる式で粗利益を求める処理と、前記記憶手段に記憶させた前記貸出単価、前記交換単価および前記売上額、さらに前記求めた粗利益とを用いて、「貸出単価÷交換単価×(1-粗利益額/売上額)」なる式で営業割数を求める処理と、この営業割数を記憶手段の所定エリアに記憶させると共に表示手段に表示させる処理と、を実行することを特徴とする遊技機管理装置である。

【0011】また、請求項4に係る発明は、異なる貸玉単価の遊技機が配設された遊技場の営業指数を求めることが可能な情報処理装置であって、営業割数を求める処理を行う処理手段を備え、該処理手段は、外部から与えられるパチンコ貸出単価、パチンコ交換単価、スロット貸出単価を受け付けて前記記憶手段に記憶させる第1の手段と、玉貸機から得られるパチンコ玉の売上数(パチンコ玉売上数)と、メダル貸機から得られるコインの売上数(コイン売上数)と、パチンコ機から得られるパチンコ差玉と、パチスロ機から得られるコイン差玉とを記憶手段に記憶させる第2の手段と、前記記憶手段に記憶させた前記パチンコ玉売上数に前記記憶手段に記憶させた前記パチンコ貸出単価を乗じたものと、前記記憶手段に記憶させた前記コイン売上数に前記記憶手段に記憶させた前記スロット貸出単価を乗じたものとの加算結果(売上額)を求める第3の手段と、前記記憶手段に記憶させた前記パチンコ差玉に、前記記憶手段に記憶させた前記コイン差玉に所定変換係数を乗じたものを加算した結果(差玉)を求める第4の手段と、前記記憶手段に記憶させた前記パチンコ貸出単価およびパチンコ交換単価、さらに求めた前記売上額、前記差玉を用いて「売上

額＝(売上額÷パチンコ貸出単価－差玉)×パチンコ交換単価」なる式で粗利益額を求める第5の手段と、前記記憶手段に記憶させた前記パチンコ貸出単価、前記パチンコ交換単価、さらに求めた前記粗利益額および前記売上額を用いて「パチンコ貸出単価÷パチンコ交換単価×(1－粗利益額／売上額)」なる式で営業割数を求める第6の手段と、この営業割数を前記記憶手段の所定エリアに記憶させると共に表示手段に表示させる第7の手段と、を備えた遊技機管理装置である。

【0012】これら請求項1、2の発明によれば、処理手段が記憶手段を用いた処理を行って景品割数を求めることが可能になり、また、請求項3、4の発明によれば、処理手段が記憶手段を用いた処理を行って営業割数を求めることが可能となる。そして、ハードウェア資源としての表示手段にこれらの演算結果を出力することで、損益状態を容易に把握できる。

【0013】また、請求項5に係る発明は、請求項1、2、3および4の内のいずれか一項に記載の装置において、前記処理手段は、予め設定されたパスワードが与えられた時に、前記割数を求めるための手段を起動させるように構成されていることを特徴とする。

【0014】この請求項5に係る発明によれば、処理手段は、予め設定されたパスワードが与えられた時に、割数(景品割数または営業割数)を求めるための手段を起動させるので、営業秘密を守ることができる。

【発明の実施の形態】以下、本発明の実施の形態を図面を参照しつつ説明する。

【0015】(第1の実施の形態)図1に示すように、この実施の形態のホールコンピュータ100は、CPU110と、RAM120と、CRT130と、マウス140と、ハードディスク(HD)150とを有し、これらは互いに所望の情報を送受信可能にバス180で接続されている。HD170には、演算プログラム160と、後に説明するデータテーブル170が格納されている。CPU110が、演算処理プログラム160に従った処理を実行することによって以降に説明する処理が行われる。

【0016】また、CPU110には、玉貸機300からパチンコ玉の売上数の情報(パチンコ玉売上数)が供給され、メダル貸機310からコインの売上数の情報(コイン売上数)が供給される。さらに、CPU110には、メダル計数機200から景品交換されたコイン数の情報(景品コイン数)が供給され、パチンコ計数機210から景品交換されたパチンコ玉数の情報(景品パチンコ数)が供給されるようになっている。なお、玉貸機300、メダル貸機310、メダル計数機200、パチンコ計数機210は1台設置されることを想定して本発明の理解の容易化に努めるがこれらは何台設置しても本発明の原理が影響を受けることはない。

【0017】次に動作説明を行う。ユーザのマウス14

0操作によって実行開始指示が得られると、CPU110は演算プログラム160に従った処理を実行する。まず、CPU110が、ユーザの入力を促すために、パチンコ貸玉単価(A)、パチンコ交換単価(B)、スロット貸玉単価(C)の入力画面をCRT130に表示させ、これにตอบสนองしてユーザがデータ入力すると、CPU110は、パチンコ貸玉単価(A)、パチンコ交換単価(B)、スロット貸玉単価(C)の夫々を、図2に示すデータテーブル170の対応するエリアに記憶させる(図3(a)のステップS300、S310、S320)。

【0018】次に、CPU110は、図3(b)のステップS330において、玉貸機300からのパチンコ玉売上数、メダル貸機310からのコイン売上数、メダル計数機200からの景品コイン数、パチンコ計数機210からの景品パチンコ数を受け付けて、夫々をデータテーブル170の対応するエリアに記憶させる。図2の例では、パチンコ玉売上数が「375000」、コイン売上数が「25000」、景品パチンコ玉数が「700000」、景品コイン数が「15000」の場合を示している。

【0019】次に、CPU110は、図4のステップS400において売上額演算処理を行う。CPU110は、データテーブル170に記憶させたパチンコ玉売上数にデータテーブル170に記憶させたパチンコ貸出単価(A)を乗じたもの(パチンコ玉売上高)と、データテーブル170に記憶させたコイン売上数にデータテーブル170に記憶させたスロット貸出単価(C)を乗じたもの(コイン売上高)との加算結果(売上額)を求める。図2の例では、パチンコ売上高を「37500×A」と求め、コイン売上高を「25000×C」と求め、両者の加算値が売上額となる。

【0020】次に、CPU110は、ステップS410において景品金額演算処理を行う。まず、データテーブル170に記憶させた景品パチンコ玉数に、データテーブル170に記憶させた景品コイン数に5(所定変換係数)を乗じたものを加算した加算結果(景品玉数)を求める。図2の例では、「70000+5×15000=775000」として景品玉数が求まり、対応するエリアに記憶される。そして、CPU110は、求めた景品玉数にデータテーブル170に記憶させたパチンコ交換単価(B)を乗じた乗算結果(景品金額)を求める。図2の例では、景品金額は「775000×B」として求まり、対応するエリアに記憶されている。

【0021】次に、CPU110は、ステップS420において利益演算処理を行う。CPU110は、求めた売上額から景品金額を減じたものを利益額(X)として求める。次に、CPU110は、ステップS430において、景品割数演算処理を行う。CPU110は、データテーブル170に記憶させたパチンコ貸出単価

(A)、パチンコ交換単価(B)、および、先に求めた利益額(X)および売上額(「 $375000 \times A + 25000 \times C$ 」)を用いて「パチンコ貸出単価÷パチンコ交換単価×(1-利益額/売上額)」なる式で景品割数を求める。先に示した図10(c)のケースでは、「景品割数=($4 \div 2.5$)×(1-(-50000)÷ 2000000)」×10=16.4となり、16.0より大きいので損失状態にあることが即座に把握できる。

【0022】次にステップS440、S450においてCPU110は、求めた景品割数をデータテーブル170の対応するエリアに記憶させ、CRT130に結果表示を行なわせる。したがって、この実施の形態によれば、異なる貸出単価の遊技機が配設された遊技場においても、景品割数で営業分岐点を管理することができる。また、図5に示すように、CPU110は、パスワードが入力され(ステップS500)、それが予め設定されたものと一致する場合(ステップS510のYes)には、図3、図4に示した一連の処理を実行し、一方これ以外の場合(ステップS510のNo)にはメニュー表示を行なうようにして、営業秘密を守るようにすることができる。

【0023】(第2の実施の形態)図6に示すように、この実施の形態のホールコンピュータ100は、CPU110と、RAM120と、CRT130と、マウス140と、ハードディスク(HD)150とを有し、これらは互いに所望の情報を送受信可能にバス180で接続されている。HD170には、演算プログラム161と、後に説明するデータテーブル171が格納されている。CPU110が、演算処理プログラム161に従った処理を実行することによって以降に説明する処理が行われる。

【0024】また、CPU110には、玉貸機300からパチンコ玉の売上数の情報(パチンコ玉売上数)が供給され、メダル貸機310からコインの売上数の情報(コイン売上数)が供給される。さらに、CPU110には、パチンコ機230からの、アウト玉とセーフ玉との差であるパチンコ差玉が供給され、パチスロ機220からの、アウト玉とセーフ玉との差であるコイン差玉が供給されるようになっている。なお、玉貸機300、メダル貸機310、パチンコ機230、パチスロ機220は1台設置されることを想定して本発明の理解の容易化に努めるがこれらは何台設置しても本発明の原理が影響を受けることはない。また、アウト玉、セーフ玉情報のみが供給されて、ホールコンピュータ101側で差玉を求めるようにしても良い。

【0025】次に動作説明を行う。ユーザのマウス140操作によって実行開始指示が得られると、CPU110は演算プログラム161に従った処理を実行する。まず、CPU110が、ユーザ入力を促すために、パチン

コ貸玉単価(A)、パチンコ交換単価(B)、スロット貸玉単価(C)の入力画面をCRT130に表示させ、これに回答してユーザがデータ入力すると、CPU110は、パチンコ貸玉単価(A)、パチンコ交換単価(B)、スロット貸玉単価(C)の夫々を、図8に示すデータテーブル171の対応するエリアに記憶させる(図7(a)のステップS700、S710、S720)。

【0026】次に、CPU110は、図7(b)のステップS730において、玉貸機300からのパチンコ玉売上数、メダル貸機310からのコイン売上数、パチンコ機230からのパチンコ差玉、パチスロ機220からのコイン差玉を受け付けて、夫々をデータテーブル171の対応するエリアに記憶させる。図8の例では、パチンコ玉売上数が「375000」、コイン売上数が「25000」、パチンコ差玉が「-330000」、コイン差玉が「10000」の場合を示している。

【0027】次に、CPU110は、図9のステップS900において売上額演算処理を行う。CPU110は、データテーブル171に記憶させたパチンコ玉売上数にデータテーブル171に記憶させたパチンコ貸出単価(A)を乗じたもの(パチンコ玉売上高)と、データテーブル171に記憶させたコイン売上数にデータテーブル171に記憶させたスロット貸出単価(C)を乗じたもの(コイン売上高)との加算結果(売上額)を求める。図8の例では、パチンコ売上高を「 $37500 \times A$ 」と求め、コイン売上高を「 $25000 \times C$ 」と求め、両者の加算値が売上額となる。

【0028】次に、CPU110は、ステップS910において差玉演算処理を行う。まず、データテーブル171に記憶させたパチンコ差玉に、データテーブル171に記憶させたコイン差玉に5(所定変換係数)を乗じたものを加算した加算結果(差玉)を求める。図8の例では、「 $-330000 + 5 \times 10000 = -280000$ 」として差玉が求まり、対応するエリアに記憶される。そして、CPU110は、求めた景品玉数にデータテーブル170に記憶させたパチンコ交換単価(B)を乗じた乗算結果(景品金額)を求める。図2の例では、景品金額は「 $775000 \times B$ 」として求まり、対応するエリアに記憶されている。

【0029】次に、CPU110は、ステップS920において粗利益演算処理を行う。CPU110は、データテーブル171に記憶させたパチンコ貸出単価(A)およびパチンコ交換単価(B)、さらに先に求めた売上額(「 $375000 \times A + 25000 \times C$ 」)、差玉(「 -280000 」)を用いて「売上額-(売上額÷パチンコ貸出単価-差玉)×パチンコ交換単価」なる式で粗利益額(Y)を求める。この粗利益額は対応するエリアに記憶される。

【0030】次に、CPU110は、ステップS930

において、営業割数演算処理を行う。CPU110は、データテーブル171に記憶させたパチンコ貸出単価(A)、パチンコ交換単価(B)、および、先に求めた粗利益額(Y)および売上額(「 $375000 \times A + 25000 \times C$ 」)を用いて「 $\text{パチンコ貸出単価} \div \text{パチンコ交換単価} \times (1 - \text{粗利益額} / \text{売上額})$ 」なる式で景品割数を求める。先に示した図11(b)のケースでは、「 $\text{営業割数} = (4 \div 2.5) \times (1 - (-62500) \div 2000000)$ 」 $\times 10 = 16.5$ となり、16.0より大きいので損失状態にあることが即座に把握できる。

【0031】次にステップS940、S950においてCPU110は、求めた営業割数をデータテーブル171の対応するエリアに記憶させ、CRT130に結果表示を行なわせる。したがって、この実施の形態によれば、異なる貸出単価の遊技機が配設された遊技場においても、営業割数で営業分岐点を管理することができる。また、この実施の形態においても、図5に示すように、CPU110が、予め設定されたパスワードが入力された時のみ、図7、図9に示した一連の処理を実行するようにして、営業秘密を守るようにすることができる。

【0032】以上本発明の実施の形態を説明してきたが、本発明の要旨を逸脱しない範囲内において上記実施形態に対して種々の変形や変更を施すことができ、例えば、マウス操作の代わりにディスプレイタッチ操作とすることや、CRT130への入力画面表示を所望のフォーマットで行うことや、割数の履歴をとってそれを帳票出力させること等が考えられる。なお、上述してきた実施形態ではパチンコ機とパチスロ機の配設を想定したが、パチンコ機だけであっても機種毎に貸出単価が異なる場合等にも本発明を適用しうる。

【発明の効果】以上説明してきたように、本発明によれば、異なる貸出単価の遊技機が配設された遊技場においても、割数で営業分岐点を管理することができるという効果が得られる。

【0033】また、予め設定されたパスワードが与えられた時に、割数(景品割数または営業割数)を求めるための手段を起動させるので、営業秘密を守ることができるという効果も得られる。

【図面の簡単な説明】

【図1】本発明の第1の実施の形態のホールコンピュータのブロック構成図である。

【図2】データテーブル170の説明図である。

【図3】CPU110が実行する処理を説明するためのフローチャートである。

【図4】CPU110が実行する処理を説明するためのフローチャートである。

【図5】CPU110が実行する処理を説明するためのフローチャートである。

【図6】本発明の第2の実施の形態のホールコンピュータのブロック構成図である。

【図7】CPU110が実行する処理を説明するためのフローチャートである。

【図8】データテーブル171の説明図である。

【図9】CPU110が実行する処理を説明するためのフローチャートである。

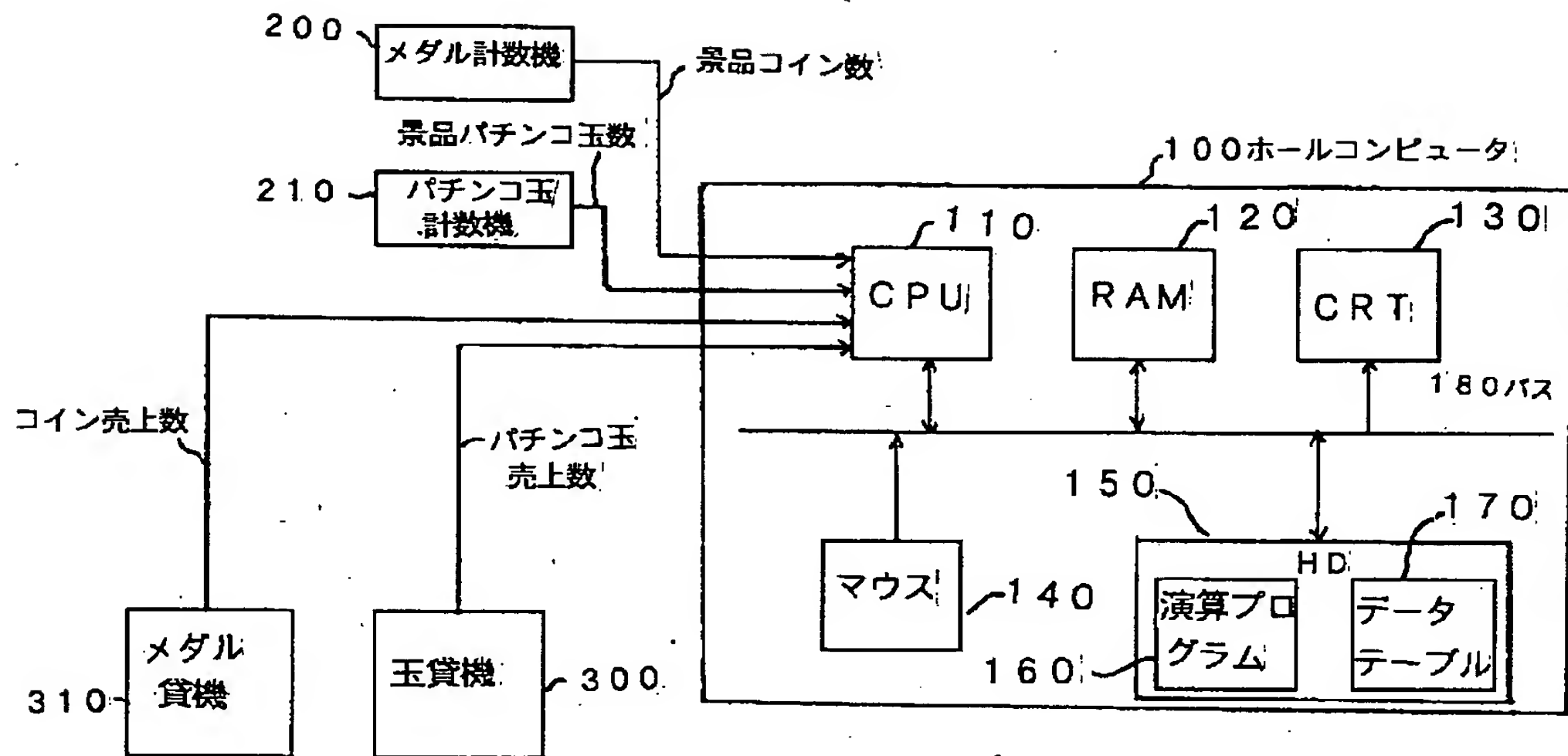
【図10】従来の遊技機管理システムの説明図である。

【図11】従来の遊技機管理システムの説明図である。

【符号の説明】

100	ホールコンピュータ
101	ホールコンピュータ
110	CPU
120	RAM
130	CRT
140	マウス
150	HD
160	演算プログラム
161	演算プログラム
170	データテーブル
171	データテーブル
180	バス
200	メダル計数機
210	パチンコ玉計数機
220	パチスロ機
230	パチンコ機
300	玉貸機
310	メダル貸機

【図1】

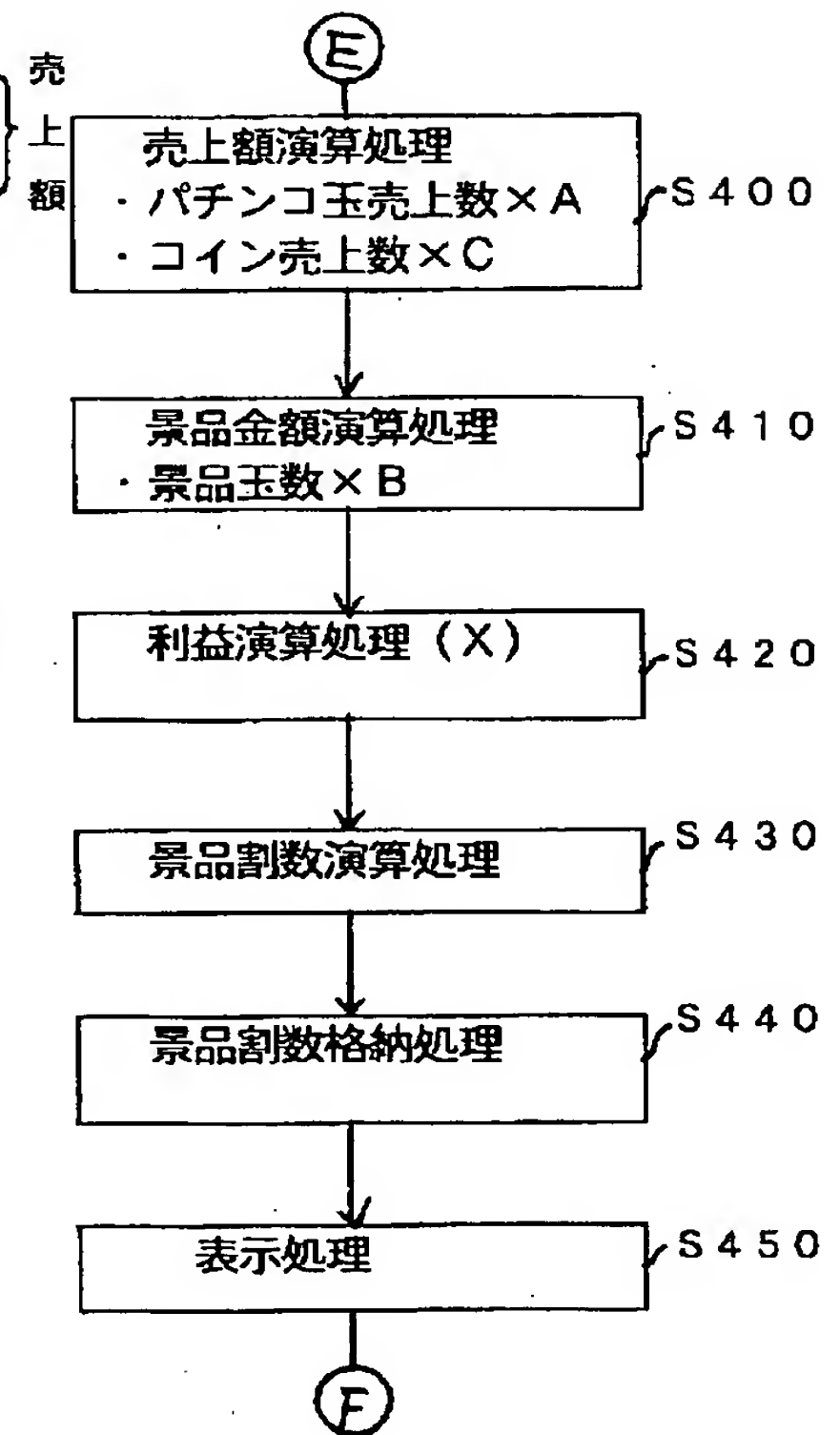


【図2】

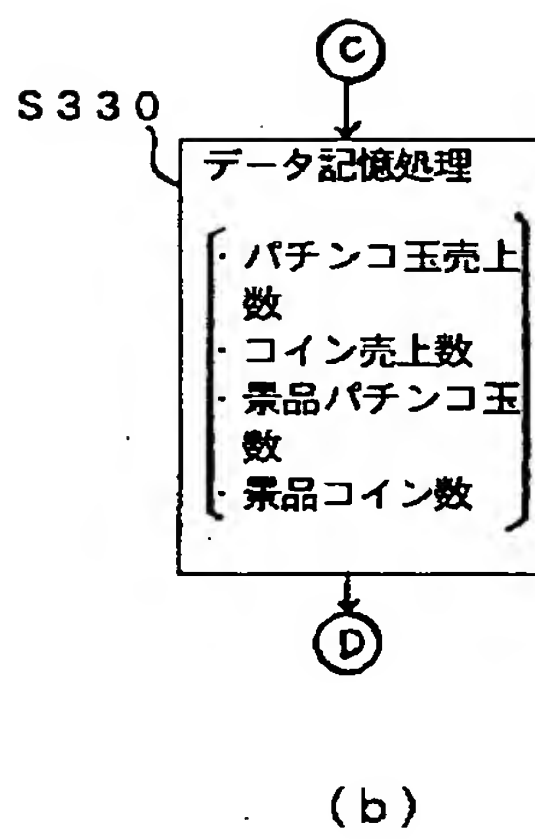
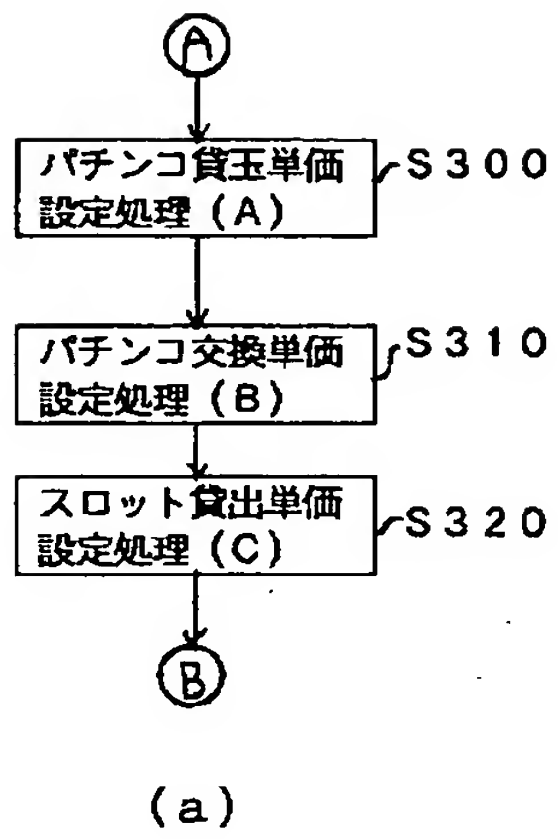
170データテーブル

パチンコ玉売上数	375000	パチンコ玉売上高	$375000 \times A$
コイン売上数	25000	コイン売上高	$25000 \times C$
景品パチンコ玉数	700000	景品玉数	$700000 + 5 \times 15000 = 775000$
景品コイン数	15000	利益額	X
パチンコ貸出単価	A	パチンコ交換単価	B
スロット貸出単価	C	景品割数	
景品金額	$775000 \times B$		

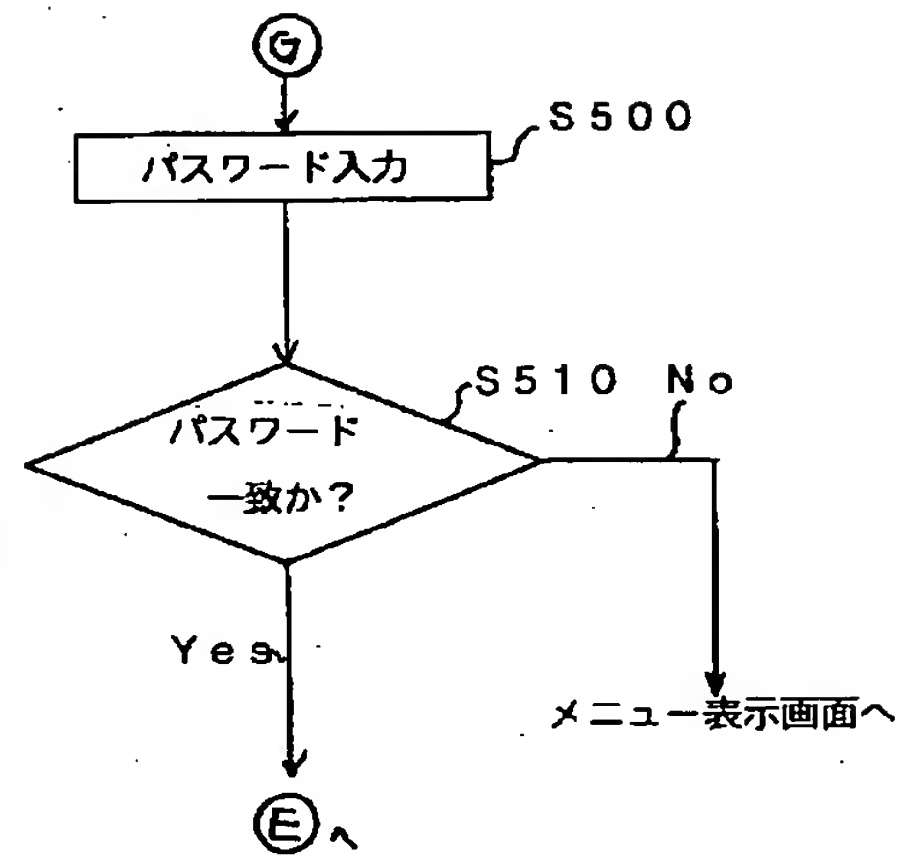
【図4】



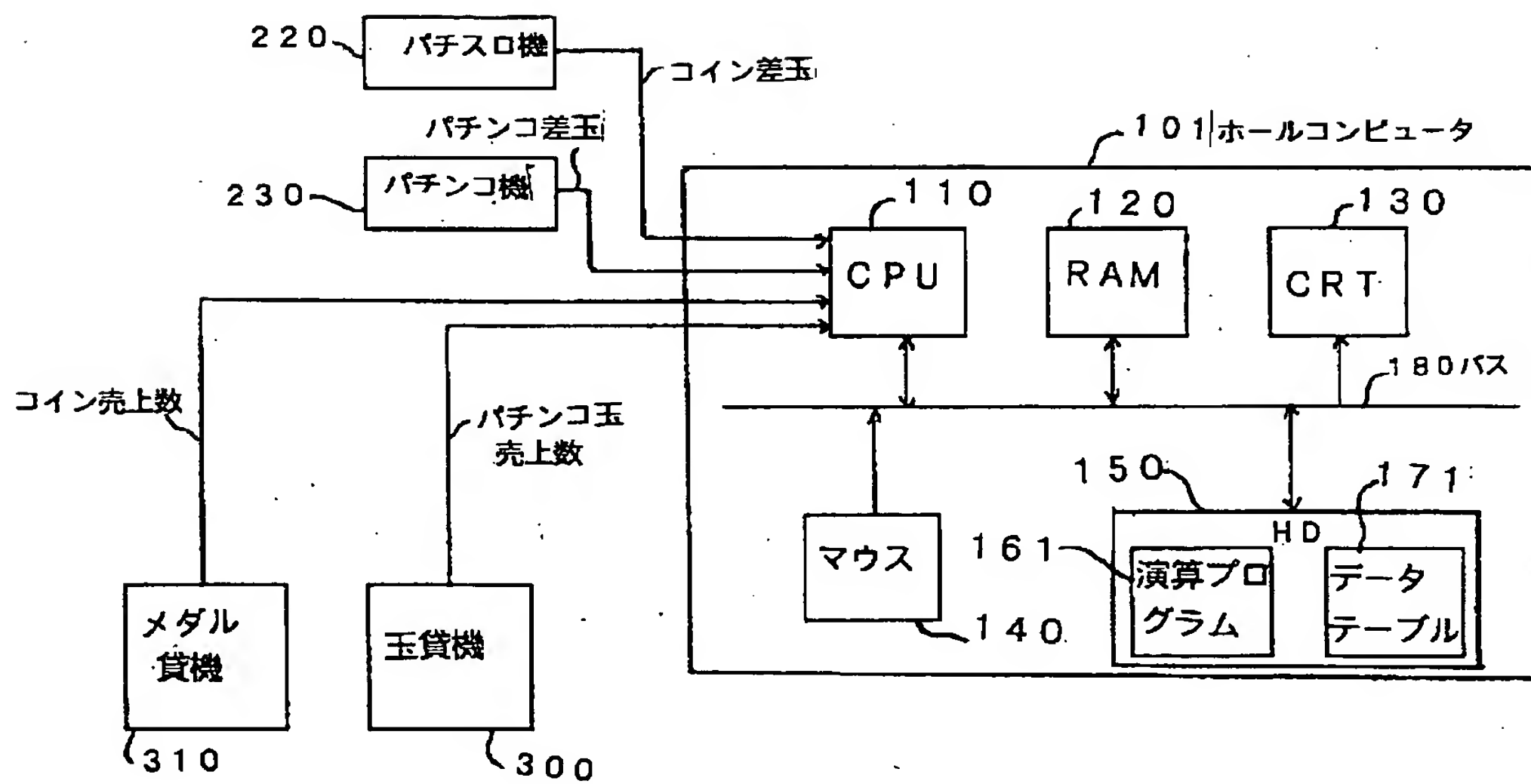
【図3】



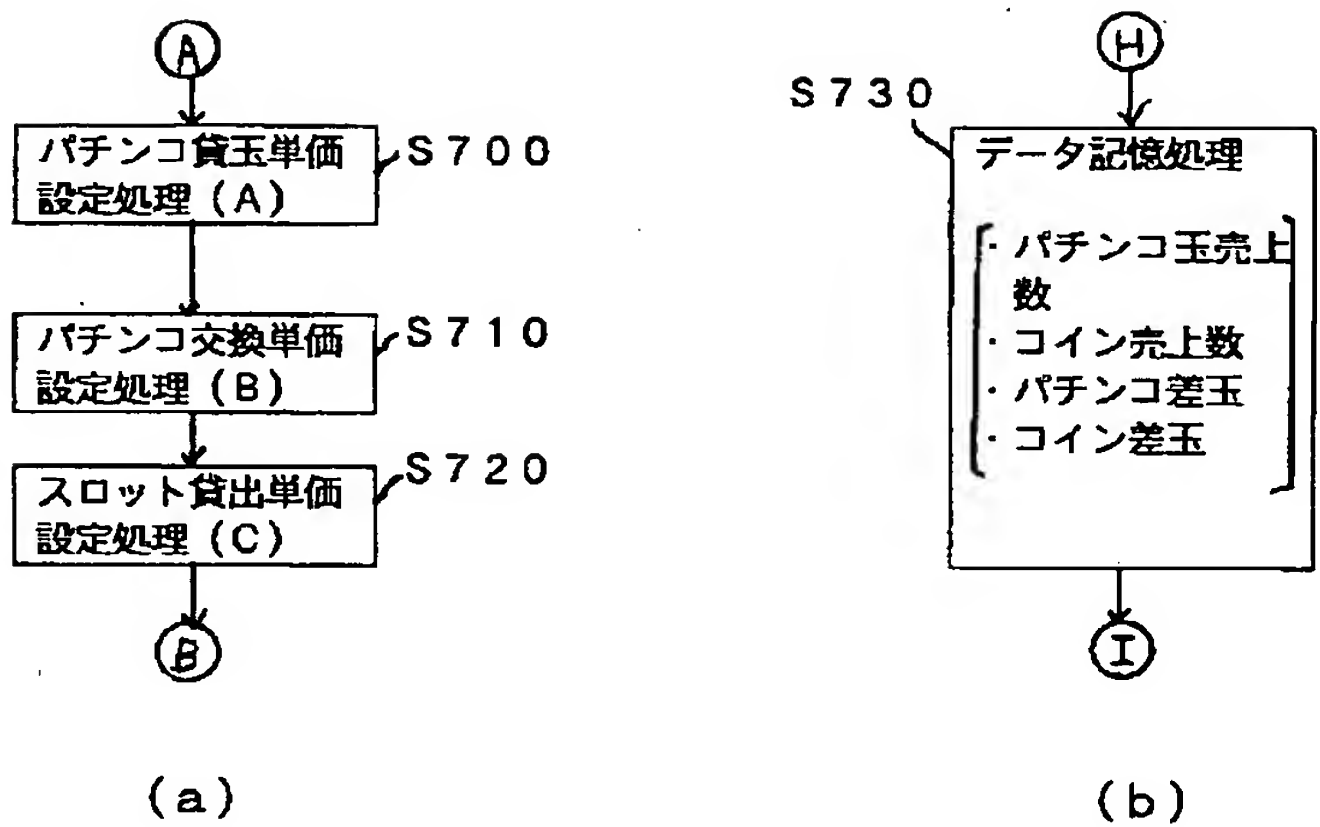
【図5】



【図6】



【図7】

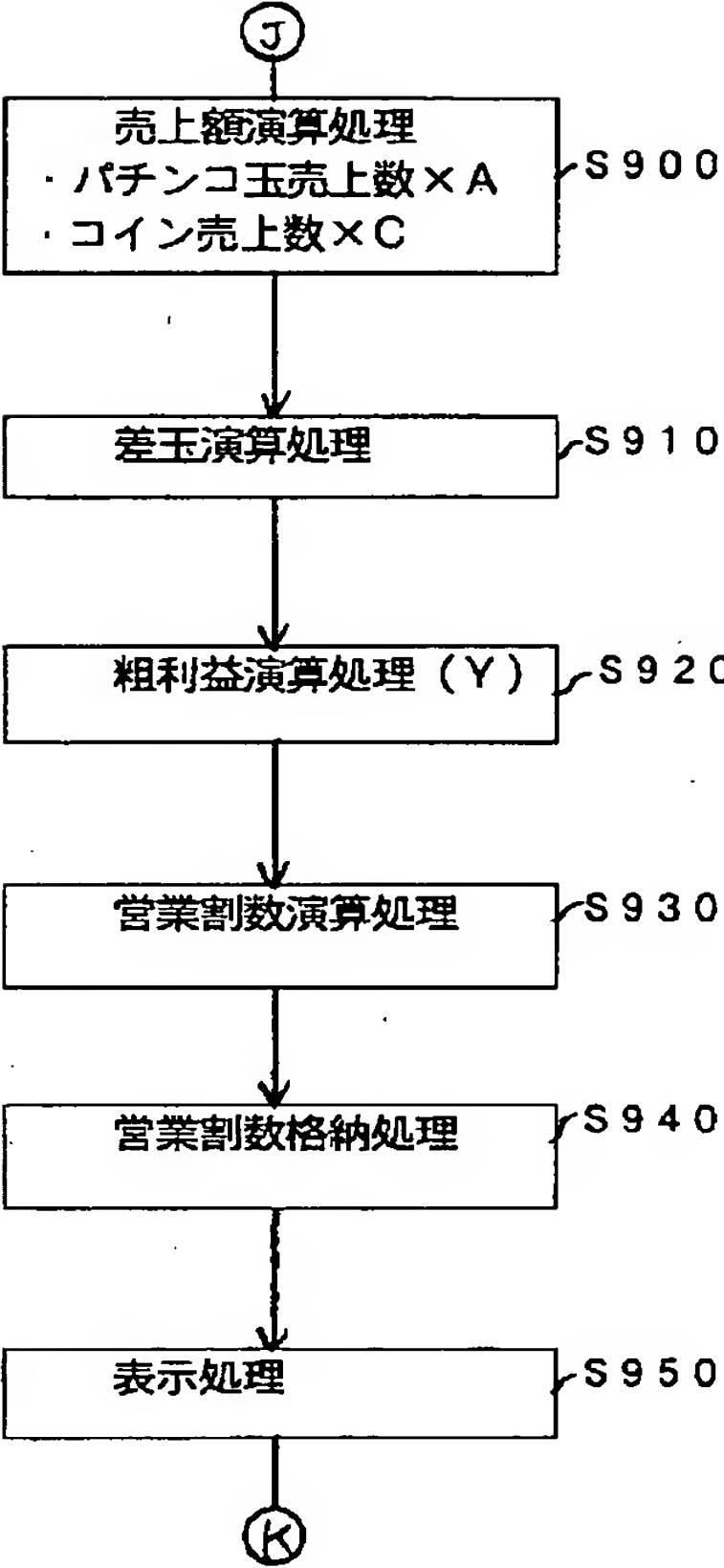


【図8】

171データテーブル

パチンコ玉売上数	375000	パチンコ玉売上高	$375000 \times A$	売上額
コイン売上数	25000	コイン売上高	$25000 \times C$	
パチンコ差玉	-330000	差玉	-280000	
コイン差玉	10000	粗利益額	Y	
パチンコ貸出単価	A	パチンコ交換単価	B	
スロット貸出単価	C	営業割数		

【図9】



【図11】

分類	売 (円)	差玉 (玉)	営業割数	粗利益 (円)
P	1500000	-330000	18.80	-262500
S	500000	10000	6.00	200000
計	2000000	-280000	15.60	-62500

(a)

分類	売 (円)	差玉 (玉)	営業割数	粗利益 (円)
P	1500000	-305000	18.13	-200000
S	500000	10000	6.00	200000
計	2000000	-255000	15.10	0

(b)

分類	売 (円)	差玉 (玉)	営業割数	粗利益 (円)
P	1562500	-330000	18.45	-200000
S	500000	10000	6.00	200000
計	2062500	-280000	15.43	0

(c)

【図10】

分類	売 (円)	景品玉数 (玉)	景品割数
P	1500000	700000	18.66
S	500000	15000	6.00

(a)

分類	売 (円)	景品玉数 (玉)	景品割数
P	1500000	700000	18.66
S	500000	15000	6.00
計	2000000	775000	15.55

(b)

分類	売 (円)	景品玉数 (玉)	景品金額	景品割数	利益 (円)
P	1500000	700000	1750000	18.66	-250000
S	500000	15000	300000	6.00	200000
計	2000000	775000	2050000	15.50	-50000

(c)

分類	売 (円)	景品玉数 (玉)	景品金額	景品割数	利益 (円)
P	1500000	680000	1700000	18.13	-200000
S	500000	15000	300000	6.00	200000
計	2000000	755000	2000000	15.10	0

(d)

分類	売 (円)	景品玉数 (玉)	景品金額	景品割数	利益 (円)
P	1550000	700000	1750000	18.06	-200000
S	500000	15000	300000	6.00	200000
計	2050000	775000	2050000	15.12	0

(e)

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Bibliography

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(43) [Date of Publication] August 21, Heisei 13 (2001. 8.21)

(54) [Title of the Invention] Game machine management equipment

(51) [The 7th edition of International Patent Classification]

A63F 7/02 332

[FI]

A63F 7/02 332 B

332 Z

[Request for Examination] Un-asking.

[The number of claims] 5

[Mode of Application] OL

[Number of Pages] 12

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(74) [Attorney]

[Identification Number] 100105810

[Patent Attorney]

[Name] Origin **

[Theme code (reference)]

2C088

[F term (reference)]

2C088 CA07 CA09 CA35

[Translation done.]

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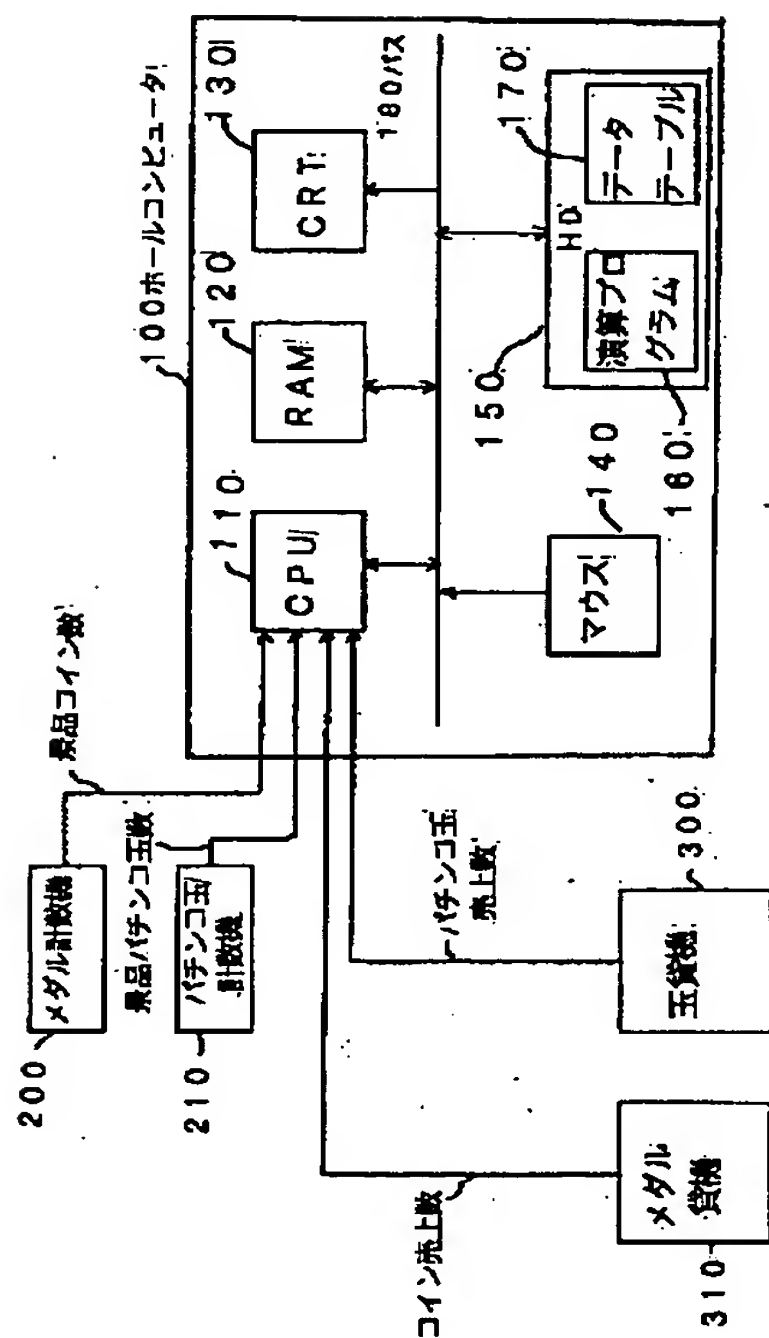
Summary

(57) [Abstract]

[Technical problem] Also in the amusement center in which the game machine of a different loan unit price was arranged, it makes it possible to manage the operating branch point with the number of rates.

[Means for Solution] CPU110 performs data processing according to the operation processing program 160, using a data table 170. the data processing -- setting -- "pachinko loan unit price / pachinko exchange unit price x (1-profits frame / sales proceeds)" -- in quest of the number of premium rates, the display output of this is carried out to CRT130 by the formula

[Translation done.]



[Translation done.]

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CLAIMS

[Claim(s)]

[Claim 1] It has the storage means which stored the program which described the procedure of a processing means. It is game machine management equipment which can be asked for the operating index of the amusement center in which the game machine of a different unit price of a ball on hire was arranged. the aforementioned processing means The sales proceeds of all game media [in / an amusement center / using the aforementioned storage means / according to the aforementioned

program], The processing which receives the exchange amount of money (premium amount of money) to the premium of all game media, and a certain type of the loan unit price and exchange unit price to a game machine, and the aforementioned storage means is made to memorize, The processing which searches for those differences (profits frame) using the aforementioned sales proceeds and the aforementioned premium amount of money which the aforementioned storage means was made to memorize, the aforementioned loan unit price which the aforementioned storage means was made to memorize, the aforementioned exchange unit price and the aforementioned sales proceeds, and the profits frame for which it asked the account of before further -- using -- "loan unit price / exchange unit price x (1-profits frame / sales proceeds)" -- with the processing which asks for the number of premium rates by the formula Game machine management equipment characterized by performing processing displayed on a display means while making the predetermined area of a storage means memorize this number of premium rates.

[Claim 2] The information processor which can be asked for the operating index of the amusement center in which the game machine of a different unit price of a ball on hire was arranged characterized by providing the following It is the 1st means which is equipped with a processing means to perform processing which asks for the number of premium rates, and this processing means receives the pachinko loan unit price given from the outside, a pachinko exchange unit price, and a slot loan unit price, and the aforementioned storage means is made to memorize. The number of sales of the pachinko ball obtained from a ball rental machine (the number of pachinko ball sales) The number of sales of the coin obtained from a medal on-hire opportunity (the number of coin sales) a pachinko ball -- counting -- counting obtained from a machine -- a result (the number of premium pachinko balls), and a medal -- counting -- counting obtained from a machine -- with 2nd means to make a storage means memorize a result (the number of premium coin) What multiplied the aforementioned number of pachinko ball sales which the aforementioned storage means was made to memorize by the aforementioned pachinko loan unit price which the aforementioned storage means was made to memorize, 3rd means to search for the addition result (sales proceeds) of what multiplied the aforementioned number of coin sales which the aforementioned storage means was made to memorize by the aforementioned slot loan unit price which the aforementioned storage means was made to memorize, 4th means to search for the addition result (the number of premium balls) which added what multiplied the aforementioned number of premium coin which the aforementioned storage means was made to memorize by the predetermined transform coefficient to the aforementioned number of premium pachinko balls which the aforementioned storage means was made to memorize, 5th means to search for the multiplication result (premium amount of money) which multiplied the aforementioned number of premium balls by the aforementioned pachinko exchange unit price which the aforementioned storage means was made to

memorize, 6th means to search for the subtraction result (profits frame) which subtracted the aforementioned premium amount of money from the aforementioned sales proceeds, The aforementioned pachinko loan unit price, the aforementioned pachinko exchange unit price which the aforementioned storage means was made to memorize, and the aforementioned profits frame for which it asked and the aforementioned sales proceeds -- using -- "pachinko loan unit price / pachinko exchange unit price x (1-profits frame / sales proceeds)" -- 7th means to ask for the number of premium rates by the formula, and the means of the octavus displayed on a display means while making the predetermined area of the aforementioned storage means memorize this number of premium rates

[Claim 3] It has the storage means which stored the program which described the procedure of a processing means. It is game machine management equipment which can be asked for the operating index of the amusement center in which the game machine of a different unit price of a ball on hire was arranged. the aforementioned processing means The sales proceeds of all game media [in / an amusement center / using the aforementioned storage means / according to the aforementioned program], The processing which receives **** in an amusement center, and a certain type of the loan unit price and exchange unit price to a game machine, and the aforementioned storage means is made to memorize, The sales proceeds which the aforementioned storage means was made to memorize, the unit price of a ball on hire, ****, and an exchange unit price are used. "sales-proceeds-(sales-proceeds / loan unit-price-****) x exchange unit price" The processing which asks for a gross margin by the becoming formula, the aforementioned loan unit price which the aforementioned storage means was made to memorize, the aforementioned exchange unit price and the aforementioned sales proceeds, and the gross margin for which it asked the account of before further -- using -- "loan unit price / exchange unit price x (1-gross margin frame / sales proceeds)" -- with the processing which asks for the number of operating rates by the formula Game machine management equipment characterized by performing processing displayed on a display means while making the predetermined area of a storage means memorize this number of operating rates.

[Claim 4] The information processor which can be asked for the operating index of the amusement center in which the game machine of a different unit price of a ball on hire was arranged characterized by providing the following It is the 1st means which is equipped with a processing means to perform processing which asks for the number of operating rates, and this processing means receives the pachinko loan unit price given from the outside, a pachinko exchange unit price, and a slot loan unit price, and the aforementioned storage means is made to memorize. The number of sales of the pachinko ball obtained from a ball rental machine (the number of pachinko ball sales) The number of sales of the coin obtained from a medal on-hire opportunity (the number of coin sales) 2nd means to make a storage means memorize pachinko **** obtained from a pachinko machine, and coin **** obtained

from a pachislot machine, What multiplied the aforementioned number of pachinko ball sales which the aforementioned storage means was made to memorize by the aforementioned pachinko loan unit price which the aforementioned storage means was made to memorize, 3rd means to search for the addition result (sales proceeds) of what multiplied the aforementioned number of coin sales which the aforementioned storage means was made to memorize by the aforementioned slot loan unit price which the aforementioned storage means was made to memorize, 4th means to search for the result (****) adding what multiplied the aforementioned coin **** which the aforementioned pachinko **** which the aforementioned storage means was made to memorize was made to memorize for the aforementioned storage means by the predetermined transform coefficient, The aforementioned pachinko loan unit price and pachinko exchange unit price which the aforementioned storage means was made to memorize, The aforementioned sales proceeds and the aforementioned **** for which it furthermore asked are used. "sales-proceeds-(sales-proceeds / pachinko loan unit-price-****) x pachinko exchange unit price" 5th means to ask for a gross margin frame by the becoming formula, The aforementioned pachinko loan unit price, the aforementioned pachinko exchange unit price which the aforementioned storage means was made to memorize, the aforementioned gross margin frame for which it furthermore asked, and the aforementioned sales proceeds -- using -- "pachinko loan unit price / pachinko exchange unit price x (1-gross margin frame / sales proceeds)" -- 6th means to ask for the number of operating rates by the formula, and the 7th means displayed on a display means while making the predetermined area of the aforementioned storage means memorize this number of operating rates

[Claim 5] It is game machine management equipment characterized by being constituted so that the means for asking for the aforementioned number of rates may be started, when the password with which the aforementioned processing means was beforehand set up in equipment given in any 1 term of the claims 1, 2, 3, and 4 is given.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] this invention relates to the game machine management equipment which has the function to ask for the operating index of the amusement center in which the game machine of a different loan unit price was arranged.

[0002]

[Description of the Prior Art] Since many the pachinko machines and pachislot machines of a base are arranged in the game hole in recent years, the game machine management equipment for managing what operating conditions Kora soil is is installed. There are some which have the function to ask for operating indices, such as the number of premium rates and the number of operating rates (called the number of model rates), in this game machine management equipment.

[0003] With reference to drawing 10, the conventional operation principle and conventional trouble of a premium index are explained first. the number of former and premium rates -- " -- the number of premium balls -- $/(sales-proceeds / on-hire\ ball\ unit\ price) \times 10$ -- a formula -- asking -- **** -- the case of a pachinko machine -- the number of premium rates -- 16.0 -- sales proceeds and the premium amount of money -- the same -- it is shown that it is in the so-called equal state, and, in the case of a pachislot machine, it will be in an equal state by 10.0 An example of the number of premium balls and the number of premium rates which are those sales proceeds and the number of balls which carried out premium exchange is shown in drawing 10 (a), using the unit price [of 4 yen] of a pachislot machine (S) of a ball on hire as 20 yen for the unit price of a ball on hire of a pachinko machine (P).

[0004] By the way, in order to consider the number of premium rates of the whole store in this case, when one slot is converted into five pachinko balls and it is added, it comes to be shown in drawing 10 (b) of the sales proceeds in the whole store, the number of premium balls, and the number of premium rates. Here, when a profits frame is calculated as 2.5 yen and 20 yen, as the exchange unit price of a pachinko machine and a pachislot machine is shown in drawing 10 (c), respectively, although the number of rates is 15.50, it is in the deficit state in the whole store, and conventional 16.0 cannot become a break-even point. Then, since profits will be set to 0 if there are few 20000 more premium balls of a pachinko ball, since it will be in an equal state if there are 50000 more yen, in order to consider the equal number of rates in the whole store, when the number of rates in this state is calculated, it comes to be shown in drawing 10 (d). However, at this calculation, the number of rates will be in an equal state in 15.10. Then, when the case where the sales proceeds of pachinko are 50000 more yen more than is assumed shortly, in order to

show in drawing 10 (d), the number of rates will be equal by 15.12 shortly.

[0005] Thus, the number of equal rates had changed according to the sales ratio of a pachinko machine and a pachislot machine from which a loan unit price differs.

Next, with reference to drawing 11, the conventional operation principle and conventional trouble of the number of operating rates are explained. the number of former and operating rates -- "(sales-proceeds-**** x loan unit price) / sales-proceeds x 10" (however, difference of the out ball which supplied **** to the game machine, and the safe ball paid out of the game machine) -- it is asking by the formula, in the case of the pachinko machine, it is shown that it is in an equal state in 16.0, and, in the case of a pachislot machine, it will be in an equal state by 10.0 Moreover, it is asking for the gross margin frame at the "sales-proceeds-(sales-proceeds / loan unit price-****) x exchange unit price", and it makes [the unit price of a ball on hire of a pachinko machine (P)] 2.5 yen the exchange unit price [of 20 yen] of a pachinko machine of 4 yen for the unit price of a ball on hire of a pachislot machine (S), and shows an example of those sales proceeds, ****, the number of operating rates, and a gross margin to drawing 11 (a)

[0006] Also in this case, although it is in the red, the number of operating rates is smaller than 16.0. then -- since it will be in an equal state if there are profits of 62500 more yen -- **** of pachinko -- after and "62500/2.5=25000 piece" -- since a gross margin will be set to 0 if many, when it asks for the number of rates in this state, it comes to be shown in drawing 11 (b) However, at this calculation, the number of rates will be in an equal state in 15.10. Then, when the case where the sales proceeds of pachinko are 625500 more yen more than is assumed shortly, in order to show in drawing 10 (c), the number of rates will be equal by 15.432 shortly. Therefore, according to the sales ratio of a pachinko machine and a pachislot machine from which a loan unit price differs, the number of equal rates had changed also about the number of operating rates.

[Problem(s) to be Solved by the Invention] Thus, according to the conventional operation technique, in the amusement center in which the game machine of a different loan unit price was arranged, the operating-profit-or-loss branch point was not manageable with the number of rates.

[0007] this invention was made in order to solve such a conventional technical problem, and it aims at offering the game machine management equipment for making it possible to manage the operating branch point with the number of rates also in the amusement center in which the game machine of a different loan unit price was arranged.

[Means for Solving the Problem] The artificer of this application proposes asking for the number of premium rates as "asking as number of premium rates =(loan unit price / exchange unit price) x(1-profits frame / sales proceeds) x 10", and being the number of operating rates "(loan unit price / exchange unit price) x(1-gross margin frame / sales proceeds) x 10", in order to solve the above-mentioned technical problem. If (1) profits frame becomes large according to this formula, the number of

rates becomes small. (2) That (3) profits which serve as a "loan unit price / exchange unit price", and serve as an equal state and the number of rates when a profits frame is 0 are plus The number of rates and bird clapper of an equal state smaller than the number of rates, (4) If the bigger number of rates and a bigger bird clapper than the number of rates, and (5) profits frame and sales proceeds of an equal state are equal in profits being minus, the number of rates will fulfill all conditions for the conventional number of rates of 0.0, a bird clapper, and **. And like the above-mentioned conventional example, in the case of the pachinko on-hire ball unit price of 4 yen, the pachinko exchange unit price of 2.5 yen, and the pachislot machine on-hire ball unit price of 20 yen, since it becomes a break-even point correctly at the 16.00 rate even if both sides are arranged by the game person, it can be immediately grasped by asking for the new number of premium rates, and the number of operating rates whether it is in a deficit state and whether it is in a black-figures state.

[0008] Then, invention which relates to the claim 1 of this inventions in order to attain the above-mentioned purpose It has the storage means which stored the program which described the procedure of a processing means. It is game machine management equipment which can be asked for the operating index of the amusement center in which the game machine of a different unit price of a ball on hire was arranged. the aforementioned processing means The sales proceeds of all game media [in / an amusement center / using the aforementioned storage means / according to the aforementioned program], The processing which receives the exchange amount of money (premium amount of money) to the premium of all game media, and a certain type of the loan unit price and exchange unit price to a game machine, and the aforementioned storage means is made to memorize, The processing which searches for those differences (profits frame) using the aforementioned sales proceeds and the aforementioned premium amount of money which the aforementioned storage means was made to memorize, the aforementioned loan unit price which the aforementioned storage means was made to memorize, the aforementioned exchange unit price and the aforementioned sales proceeds, and the profits frame for which it asked the account of before further -- using -- "loan unit price / exchange unit price x (1-profits frame / sales proceeds)" -- with the processing which asks for the number of premium rates by the formula While making the predetermined area of a storage means memorize this number of premium rates, it was made to be characterized by performing processing displayed on a display means.

[0009] Moreover, invention concerning a claim 2 is the information processor which can be asked for the operating index of the amusement center in which the game machine of a different unit price of a ball on hire was arranged. It has a processing means to perform processing which asks for the number of premium rates. this processing means The 1st means which receives the pachinko loan unit price given from the outside, a pachinko exchange unit price, and a slot loan unit price, and the

aforementioned storage means is made to memorize, The number of sales of the pachinko ball obtained from a ball rental machine (the number of pachinko ball sales), and the number of sales of the coin obtained from a medal on-hire opportunity (the number of coin sales), a pachinko ball -- counting -- counting obtained from a machine -- a result (the number of premium pachinko balls), and a medal -- counting -- counting obtained from a machine -- with 2nd means to make a storage means memorize a result (the number of premium coin) What multiplied the aforementioned number of pachinko ball sales which the aforementioned storage means was made to memorize by the aforementioned pachinko loan unit price which the aforementioned storage means was made to memorize, 3rd means to search for the addition result (sales proceeds) of what multiplied the aforementioned number of coin sales which the aforementioned storage means was made to memorize by the aforementioned slot loan unit price which the aforementioned storage means was made to memorize, 4th means to search for the addition result (the number of premium balls) which added what multiplied the aforementioned number of premium coin which the aforementioned storage means was made to memorize by the predetermined transform coefficient to the aforementioned number of premium pachinko balls which the aforementioned storage means was made to memorize, 5th means to search for the multiplication result (premium amount of money) which multiplied the aforementioned number of premium balls by the aforementioned pachinko exchange unit price which the aforementioned storage means was made to memorize, 6th means to search for the subtraction result (profits frame) which subtracted the aforementioned premium amount of money from the aforementioned sales proceeds, The aforementioned pachinko loan unit price, the aforementioned pachinko exchange unit price which the aforementioned storage means was made to memorize, and the aforementioned profits frame for which it asked and the aforementioned sales proceeds -- using -- "pachinko loan unit price / pachinko exchange unit price x (1-profits frame / sales proceeds)" -- with 7th means to ask for the number of premium rates by the formula While making the predetermined area of the aforementioned storage means memorize this number of premium rates, it is game machine management equipment equipped with the 8th means displayed on a display means.

[0010] Moreover, invention concerning a claim 3 has the storage means which stored the program which described the procedure of a processing means. It is game machine management equipment which can be asked for the operating index of the amusement center in which the game machine of a different unit price of a ball on hire was arranged. the aforementioned processing means The sales proceeds of all game media [in / an amusement center / using the aforementioned storage means / according to the aforementioned program], The processing which receives **** in an amusement center, and a certain type of the loan unit price and exchange unit price to a game machine, and the aforementioned storage means is made to memorize, The sales proceeds which the aforementioned storage means was made

to memorize, the unit price of a ball on hire, ****, and an exchange unit price are used. "sales-proceeds-(sales-proceeds / loan unit-price-****) x exchange unit price" The processing which asks for a gross margin by the becoming formula, the aforementioned loan unit price which the aforementioned storage means was made to memorize, the aforementioned exchange unit price and the aforementioned sales proceeds, and the gross margin for which it asked the account of before further -- using -- "loan unit price / exchange unit price x (1-gross margin frame / sales proceeds)" -- with the processing which asks for the number of operating rates by the formula While making the predetermined area of a storage means memorize this number of operating rates, it is game machine management equipment characterized by performing processing displayed on a display means.

[0011] Moreover, invention concerning a claim 4 is the information processor which can be asked for the operating index of the amusement center in which the game machine of a different unit price of a ball on hire was arranged. It has a processing means to perform processing which asks for the number of operating rates. this processing means The 1st means which receives the pachinko loan unit price given from the outside, a pachinko exchange unit price, and a slot loan unit price, and the aforementioned storage means is made to memorize, The number of sales of the pachinko ball obtained from a ball rental machine (the number of pachinko ball sales), and the number of sales of the coin obtained from a medal on-hire opportunity (the number of coin sales), 2nd means to make a storage means memorize pachinko **** obtained from a pachinko machine, and coin **** obtained from a pachislot machine, What multiplied the aforementioned number of pachinko ball sales which the aforementioned storage means was made to memorize by the aforementioned pachinko loan unit price which the aforementioned storage means was made to memorize, 3rd means to search for the addition result (sales proceeds) of what multiplied the aforementioned number of coin sales which the aforementioned storage means was made to memorize by the aforementioned slot loan unit price which the aforementioned storage means was made to memorize, 4th means to search for the result (****) adding what multiplied the aforementioned coin **** which the aforementioned pachinko **** which the aforementioned storage means was made to memorize was made to memorize for the aforementioned storage means by the predetermined transform coefficient, The aforementioned pachinko loan unit price and pachinko exchange unit price which the aforementioned storage means was made to memorize, The aforementioned sales proceeds and the aforementioned **** for which it furthermore asked are used. "sales-proceeds-(sales-proceeds / pachinko loan unit-price-****) x pachinko exchange unit price" 5th means to ask for a gross margin frame by the becoming formula, The aforementioned pachinko loan unit price, the aforementioned pachinko exchange unit price which the aforementioned storage means was made to memorize, the aforementioned gross margin frame for which it furthermore asked, and the aforementioned sales proceeds -- using -- "pachinko loan unit price / pachinko

exchange unit price $\times (1 - \text{gross margin frame} / \text{sales proceeds})$ -- with 6th means to ask for the number of operating rates by the formula While making the predetermined area of the aforementioned storage means memorize this number of operating rates, it is game machine management equipment equipped with the 7th means displayed on a display means.

[0012] According to invention of these claims 1 and 2, it is enabled for a processing means to perform processing using the storage means, and to ask for the number of premium rates, and a processing means becomes possible [performing processing using the storage means and asking for the number of operating rates] according to invention of claims 3 and 4. And a profit-and-loss state can be easily grasped with outputting these results of an operation to the display means as hardware resources.

[0013] Moreover, invention concerning a claim 5 is characterized by constituting the aforementioned processing means so that the means for asking for the aforementioned number of rates may be started, when the password set up beforehand is given in equipment given in any 1 term of the claims 1, 2, 3, and 4.

[0014] According to invention concerning this claim 5, since a processing means starts the means for asking for the number of rates (the number of premium rates, or the number of operating rates) when the password set up beforehand is given, it can protect trade secrets.

[Embodiments of the Invention] Hereafter, the gestalt of operation of this invention is explained, referring to a drawing.

[0015] (Gestalt of the 1st operation) As shown in drawing 1, the whole computer 100 of the gestalt of this operation has CPU110, RAM120 and CRT130, a mouse 140, and a hard disk (HD) 150, and Kora soil is mutually connected by bus 180 possible [transmission and reception of the information on desired]. The data table 170 later explained to be the operation program 160 is stored in HD170. When CPU110 performs processing according to the operation processing program 160, processing explained henceforth is performed.

[0016] Moreover, the information on the number of sales of a pachinko ball (the number of pachinko ball sales) is supplied to CPU110 from a ball rental machine 300, and the information on the number of sales of coin (the number of coin sales) is supplied to it from the medal on-hire opportunity 310. furthermore -- CPU110 -- a medal -- counting -- the information on the number of coin by which premium exchange was carried out from the machine 200 (the number of premium coin) supplies -- having -- pachinko -- counting -- the information on the number of pachinko balls by which premium exchange was carried out from the machine 210 (the number of premium pachinko) is supplied in addition, a ball rental machine 300, the medal on-hire opportunity 310, and a medal -- counting -- a machine 200 and pachinko -- counting -- although it strives for easy-ization of an understanding of this invention supposing one machine 210 being installed, even if it installs these [how many], the principle of this invention is not influenced

[0017] Next, explanation of operation is given. If execution start directions are

obtained by mouse 140 operation of a user, CPU110 will perform processing according to the operation program 160. in order that [first,] CPU110 may stimulate a user's input — pachinko, if the input screen of a (unit price A) pachinko exchange (unit price B) slot on-hire ball unit price (C) is displayed on CRT130, this is answered and a user does a data input [of a ball on hire] CPU110 — pachinko — the area where the data table 170 shown in drawing 2 corresponds is made to memorize each of a (unit price A) pachinko exchange (unit price B) slot on-hire ball unit price (C) (Steps S300, S310, and S320 of drawing 3 (a)) [of a ball on hire] [0018] next, CPU110 — Step S330 of drawing 3 (b) — setting — the number of pachinko ball sales from a ball rental machine 300, the number of coin sales from the medal on-hire opportunity 310, and a medal — counting — the number of premium coin from a machine 200, and pachinko — counting — the number of premium pachinko from a machine 210 is received, and the area where a data table 170 corresponds is made to memorize each In the example of drawing 2 , the number of pachinko ball sales shows the case where the number of "25000" premium pachinko balls is ["700000" and the number of premium coin] "15000" for "375000" and the number of coin sales.

[0019] Next, CPU110 performs sales-proceeds data processing in Step S400 of drawing 4 . CPU110 searches for the addition result (sales proceeds) of what multiplied the number of pachinko ball sales which the data table 170 was made to memorize by the pachinko loan unit price (A) which the data table 170 was made to memorize (pachinko ball sales), and the thing (coin sales) which multiplied the number of coin sales which the data table 170 was made to memorize by the slot loan unit price (C) which the data table 170 was made to memorize. In the example of drawing 2 , it asks for pachinko sales with "37500xA", and asks for coin sales with "25000xC", and both aggregate value serves as sales proceeds.

[0020] Next, CPU110 performs premium amount-of-money data processing in Step S410. First, the addition result (the number of premium balls) which added what multiplied the number of premium coin which the data table 170 was made to memorize by 5 (predetermined transform coefficient) to the number of premium pachinko balls which the data table 170 was made to memorize is searched for. In the example of drawing 2 , as "70000+5x15000=775000", the number of premium balls can be found and is memorized in corresponding area. And CPU110 searches for the multiplication result (premium amount of money) which multiplied the number of premium balls for which it asked by the pachinko exchange unit price (B) which the data table 170 was made to memorize. In the example of drawing 2 , the premium amount of money can be found as "775000xB", and is memorized in corresponding area.

[0021] Next, CPU110 performs profits data processing in Step S420. CPU110 asks for what subtracted the premium amount of money from the sales proceeds for which it asked as a profits frame (X). Next, CPU110 performs the number data processing of premium rates in Step S430. the pachinko loan unit price (A) which

made the data table 170 memorize CPU110, a pachinko exchange unit price (B), the profits frame (X) for which it asked previously, and sales proceeds ("375000xA+25000xC") -- using -- "pachinko loan unit price / pachinko exchange unit price x (1-profits frame / sales proceeds)" -- it asks for the number of premium rates by the formula previously -- having been shown -- drawing 10 -- (c --) -- a case -- **** -- " -- a premium -- a rate -- a number -- = (4/2.5) -- x (1-(-50000) / 2 millions) -- " -- x -- ten -- " -- = -- 16.4 -- becoming -- 16.0 -- being large -- since -- loss -- a state -- it is -- things -- immediate -- it can grasp .

[0022] Next, CPU110 makes the area where a data table 170 corresponds memorize the number of premium rates for which it asked, and makes a result display perform to CRT130 in Steps S440 and S450. Therefore, according to the form of this operation, also in the amusement center in which the game machine of a different loan unit price was arranged, the operating branch point is manageable with the number of premium rates. Moreover, as shown in drawing 5 , a password is inputted (Step S500), and when it is in agreement with what was set up beforehand (Yes of Step S510), as CPU110 performs a series of processings shown in drawing 3 and drawing 4 and performs a menu display on the other hand in other than this (No of Step S510), it can protect trade secrets.

[0023] (Form of the 2nd operation) As shown in drawing 6 , the hole computer 100 of the form of this operation has CPU110, RAM120 and CRT130, a mouse 140, and a hard disk (HD) 150, and Kora soil is mutually connected by bus 180 possible [transmission and reception of the information on desired]. The data table 171 later explained to be the operation program 161 is stored in HD170. When CPU110 performs processing according to the operation processing program 161, processing explained henceforth is performed.

[0024] Moreover, the information on the number of sales of a pachinko ball (the number of pachinko ball sales) is supplied to CPU110 from a ball rental machine 300, and the information on the number of sales of coin (the number of coin sales) is supplied to it from the medal on-hire opportunity 310. Furthermore, pachinko **** which is the difference of the out ball and safe ball from the pachinko machine 230 is supplied to CPU110, and coin **** which is the difference of the out ball and safe ball from a pachislot machine 220 is supplied to it. In addition, although it strives for easy-ization of an understanding of this invention supposing a ball rental machine 300, the medal on-hire opportunity 310, the pachinko machine 230, and one pachislot machine 220 being installed, even if it installs these [how many], the principle of this invention is not influenced. Moreover, only an out ball and safe ball information are supplied and you may make it ask for **** by the hole computer 101 side.

[0025] Next, explanation of operation is given. If execution start directions are obtained by mouse 140 operation of a user, CPU110 will perform processing according to the operation program 161. in order that [first,] CPU110 may

stimulate a user input -- pachinko, if the input screen of a (unit price A) pachinko exchange (unit price B) slot on-hire ball unit price (C) is displayed on CRT130, this is answered and a user does a data input [of a ball on hire] CPU110 -- pachinko -- the area where the data table 171 shown in drawing 8 corresponds is made to memorize each of a (unit price A) pachinko exchange (unit price B) slot on-hire ball unit price (C) (Steps S700, S710, and S720 of drawing 7 (a)) [of a ball on hire]

[0026] Next, CPU110 receives pachinko **** from the number of pachinko ball sales from a ball rental machine 300, the number of coin sales from the medal on-hire opportunity 310, and the pachinko machine 230, and coin **** from a pachislot machine 220, and makes the area where a data table 171 corresponds memorize each in Step S730 of drawing 7 (b). In the example of drawing 8, the number of pachinko ball sales shows the case where "25000" and pachinko **** are ["-330000" and coin ****] "10000" for "375000" and the number of coin sales.

[0027] Next, CPU110 performs sales-proceeds data processing in Step S900 of drawing 9. CPU110 searches for the addition result (sales proceeds) of what multiplied the number of pachinko ball sales which the data table 171 was made to memorize by the pachinko loan unit price (A) which the data table 171 was made to memorize (pachinko ball sales), and the thing (coin sales) which multiplied the number of coin sales which the data table 171 was made to memorize by the slot loan unit price (C) which the data table 171 was made to memorize. In the example of drawing 8, it asks for pachinko sales with "37500xA", and asks for coin sales with "25000xC", and both aggregate value serves as sales proceeds.

[0028] Next, CPU110 performs **** data processing in Step S910. First, the addition result (****) which added what multiplied coin **** which the data table 171 was made to memorize by 5 (predetermined transform coefficient) to pachinko **** which the data table 171 was made to memorize is searched for. In the example of drawing 8, as " $-330000 + 5 \times 10000 = -280000$ ", **** can be found and is memorized in corresponding area. And CPU110 searches for the multiplication result (premium amount of money) which multiplied the number of premium balls for which it asked by the pachinko exchange unit price (B) which the data table 170 was made to memorize. In the example of drawing 2, the premium amount of money can be found as "775000xB", and is memorized in corresponding area.

[0029] Next, CPU110 performs gross margin data processing in Step S920. CPU110 asks for a gross margin frame (Y) by the pachinko loan unit price (A) which the data table 171 was made to memorize and the pachinko exchange unit price (B), the sales proceeds (" $375000 \times A + 25000 \times C$ ") for which it asked further previously, and the formula which "sales-proceeds-(sales-proceeds / pachinko loan unit-price-****) x pachinko exchange unit price" Comes to use **** (" -280000 "). This gross margin frame is memorized in corresponding area.

[0030] Next, CPU110 performs the number data processing of operating rates in Step S930. the pachinko loan unit price (A) which made the data table 171 memorize CPU110, a pachinko exchange unit price (B), the gross margin frame (Y) for which it

asked previously, and sales proceeds (" $375000 \times A + 25000 \times C$ ") -- using -- "pachinko loan unit price / pachinko exchange unit price \times (1-gross margin frame / sales proceeds)" -- it asks for the number of premium rates by the formula previously -- having been shown -- drawing 11 -- (-- b --) -- a case -- **** -- "-- business -- a rate -- a number -- $= (4/2.5) \times (1 - (-62500) / 2 \text{ millions})$ -- " -- \times -- ten -- " -- $=$ -- 16.5 -- becoming -- 16.0 -- being large -- since -- loss -- a state -- it is -- things -- immediate -- it can grasp .

[0031] Next, CPU110 makes the area where a data table 171 corresponds memorize the number of operating rates for which it asked, and makes a result display perform to CRT130 in Steps S940 and S950. Therefore, according to the form of this operation, also in the amusement center in which the game machine of a different loan unit price was arranged, the operating branch point is manageable with the number of operating rates. Moreover, also in the form of this operation, as shown in drawing 5 , only when the password with which CPU110 was set up beforehand is inputted, as a series of processings shown in drawing 7 and drawing 9 are performed, trade secrets can be protected.

[0032] Although the gestalt of operation of this invention has been explained above, it can think being able to give various deformation and change within limits which do not deviate from the summary of this invention to the above-mentioned operation gestalt, for example, considering as display touch operation instead of being mouse operation, performing an input screen display to CRT130 by desired format, taking the history of the number of rates and carrying out the document output of it, etc. In addition, although arrangement of a pachinko machine and a pachislot machine was assumed with the operation gestalt mentioned above, this invention can be applied, when loan unit prices differ for every model, even if it is only a pachinko machine.

[Effect of the Invention] As explained above, according to this invention, also in the amusement center in which the game machine of a different loan unit price was arranged, the effect that the operating branch point is manageable with the number of rates is acquired.

[0033] Moreover, since the means for asking for the number of rates (the number of premium rates or the number of operating rates) is started when the password set up beforehand is given, the effect that trade secrets can be protected is also acquired.

[Translation done.]

* NOTICES *

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- 1.This document has been translated by computer. So the translation may not reflect the original precisely.
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- 3.In the drawings, any words are not translated.

DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] It is the block block diagram of the hole computer of the gestalt of operation of the 1st of this invention.

[Drawing 2] It is explanatory drawing of a data table 170.

[Drawing 3] It is a flow chart for explaining the processing which CPU110 performs.

[Drawing 4] It is a flow chart for explaining the processing which CPU110 performs.

[Drawing 5] It is a flow chart for explaining the processing which CPU110 performs.

[Drawing 6] It is the block block diagram of the hole computer of the gestalt of operation of the 2nd of this invention.

[Drawing 7] It is a flow chart for explaining the processing which CPU110 performs.

[Drawing 8] It is explanatory drawing of a data table 171.

[Drawing 9] It is a flow chart for explaining the processing which CPU110 performs.

[Drawing 10] It is explanatory drawing of the conventional game machine managerial system.

[Drawing 11] It is explanatory drawing of the conventional game machine managerial system.

[Description of Notations]

100 Hole Computer

101 Hole Computer

110 CPU

120 RAM

130 CRT

140 Mouse

150 HD

160 Operation Program

161 Operation Program

170 Data Table

171 Data Table

180 Bus

200 Medal -- Counting -- Machine

210 Pachinko Ball -- Counting -- Machine

220 Pachislot Machine

230 Pachinko Machine

300 Ball Rental Machine

310 Medal on-Hire Opportunity

[Translation done.]

* NOTICES *

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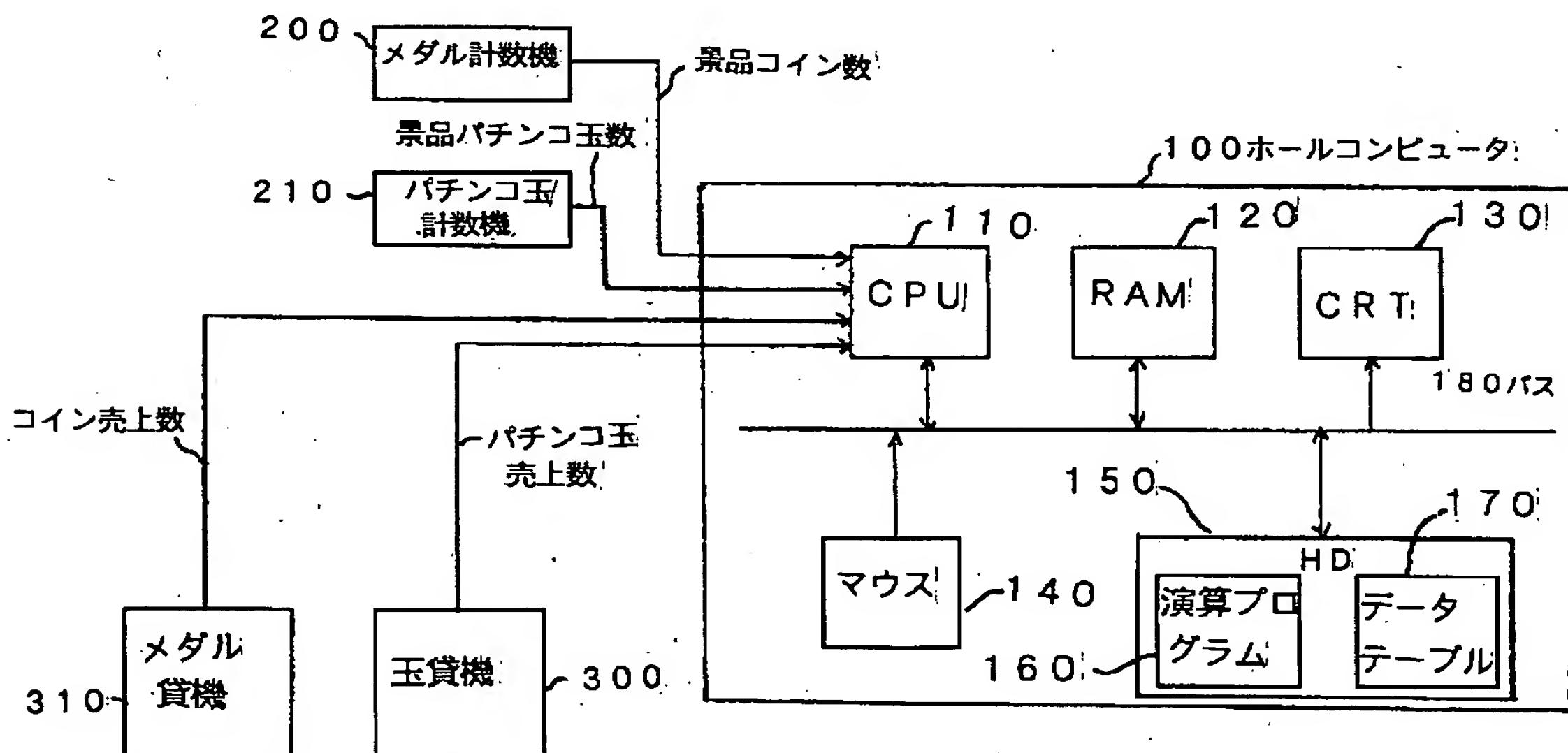
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2.*** shows the word which can not be translated.

3.In the drawings, any words are not translated.

DRAWINGS

[Drawing 1]

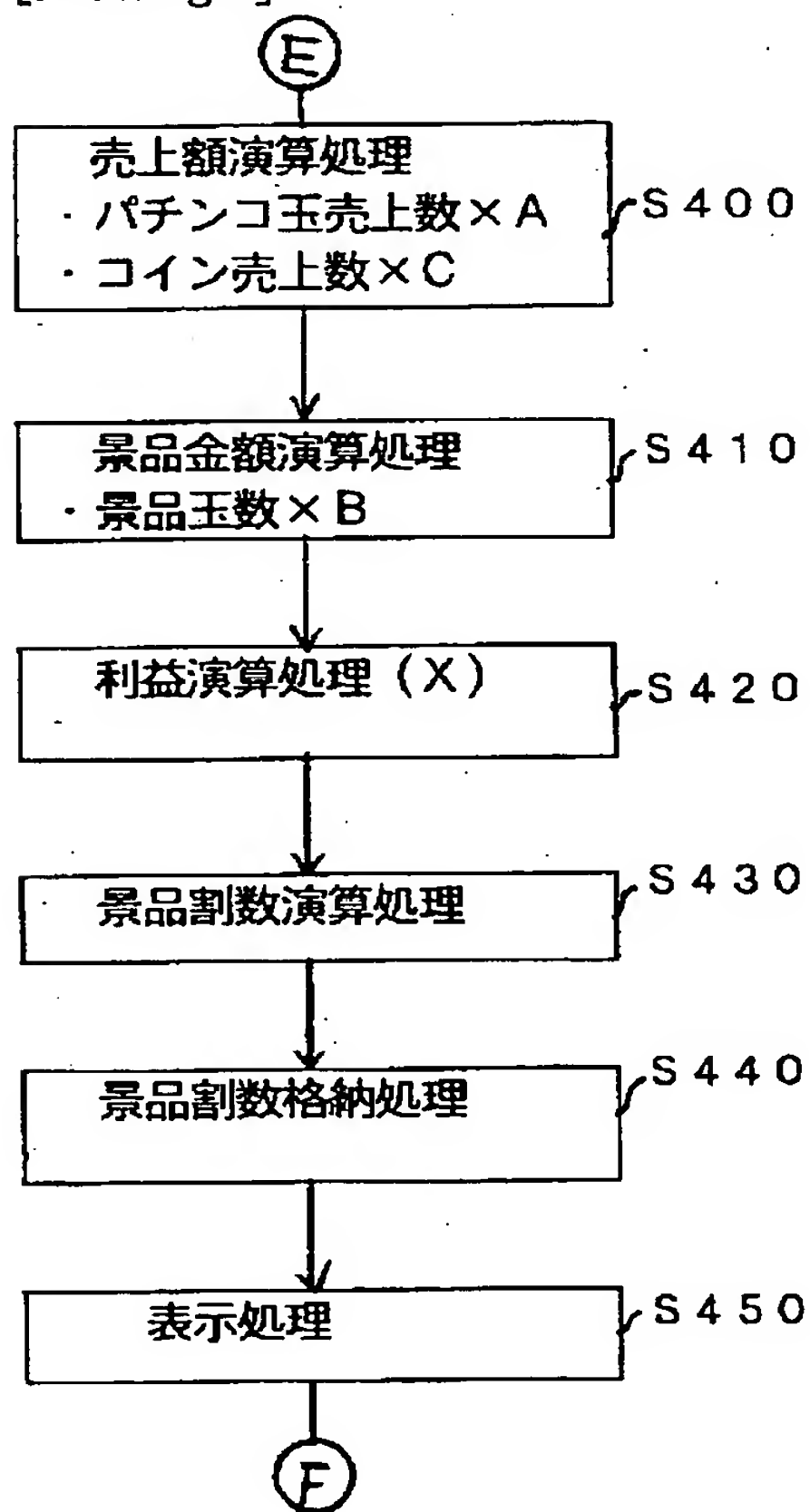


[Drawing 2]

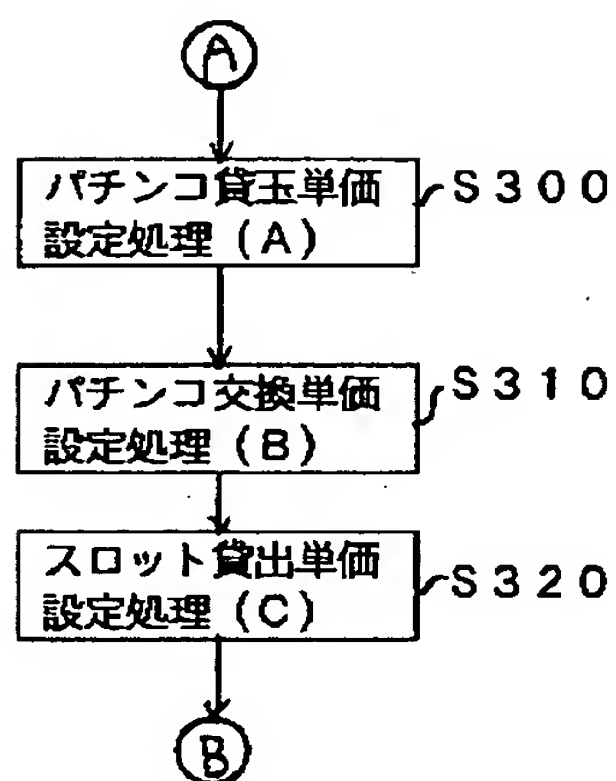
170データテーブル

パチンコ玉売上数	375000	パチンコ玉売上高	$375000 \times A$	売上額
コイン売上数	25000	コイン売上高	$25000 \times C$	
景品パチンコ玉数	700000	景品玉数	$700000 + 5 \times 15000 = 775000$	
景品コイン数	15000	利益額	X	
パチンコ貸出単価	A	パチンコ交換単価	B	
スロット貸出単価	C	景品割数		
景品金額	$775000 \times B$			

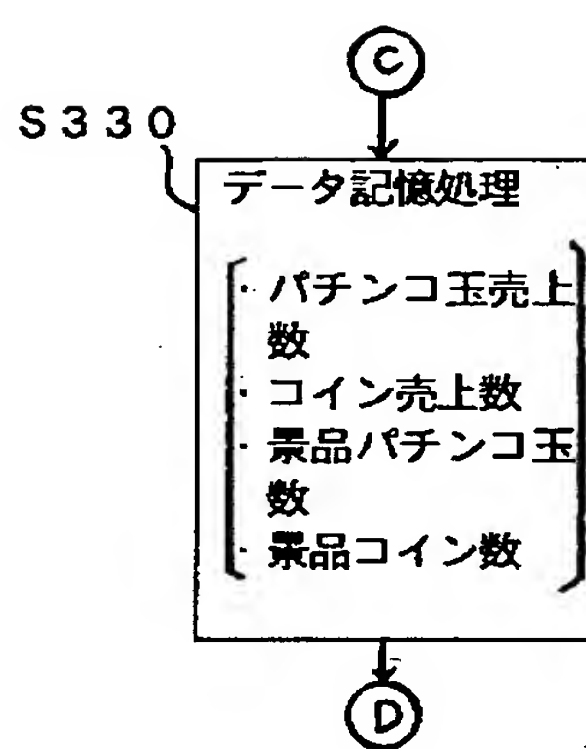
[Drawing 4]



[Drawing 3]

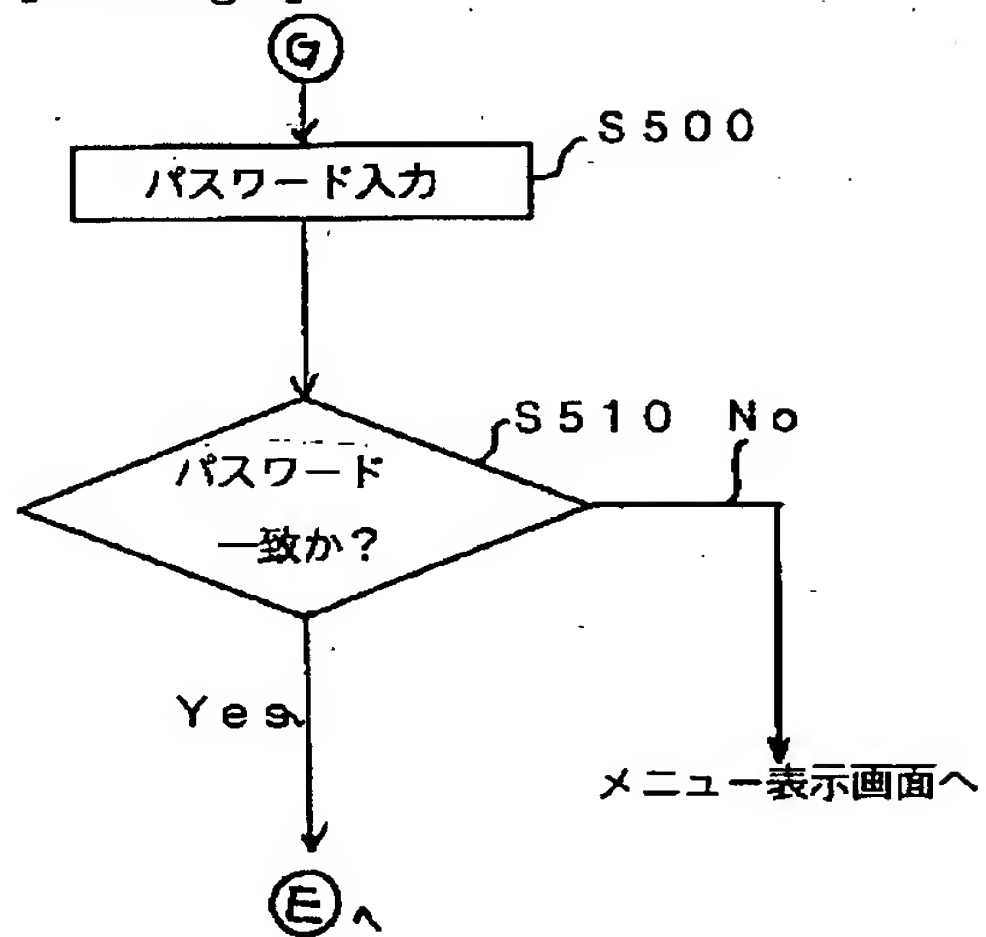


(a)

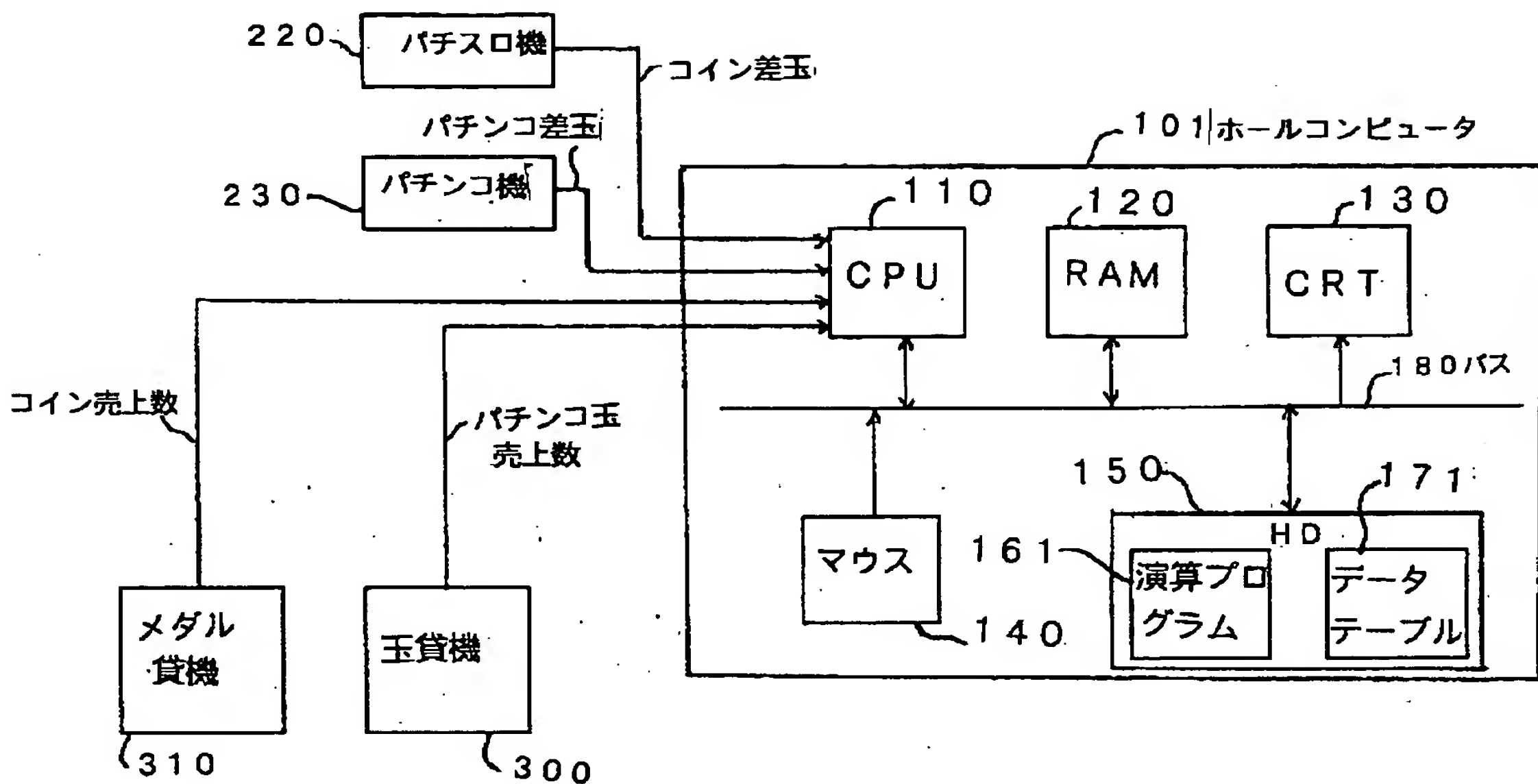


(b)

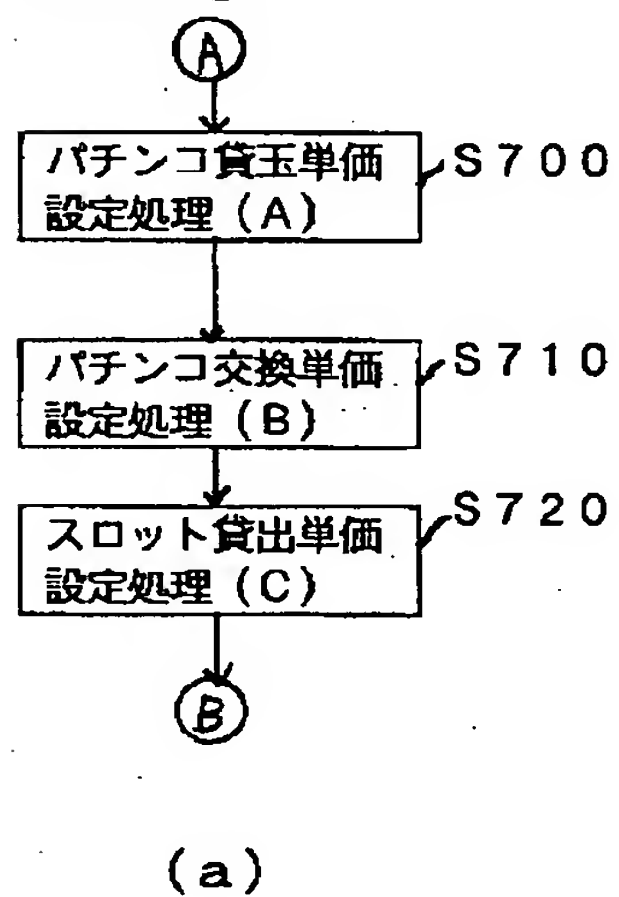
[Drawing 5]



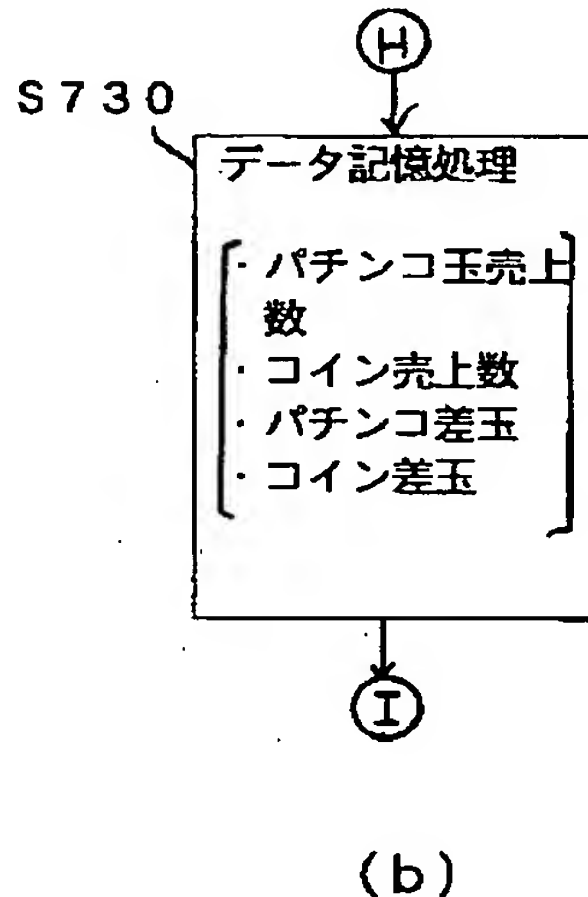
[Drawing 6]



[Drawing 7]



(a)



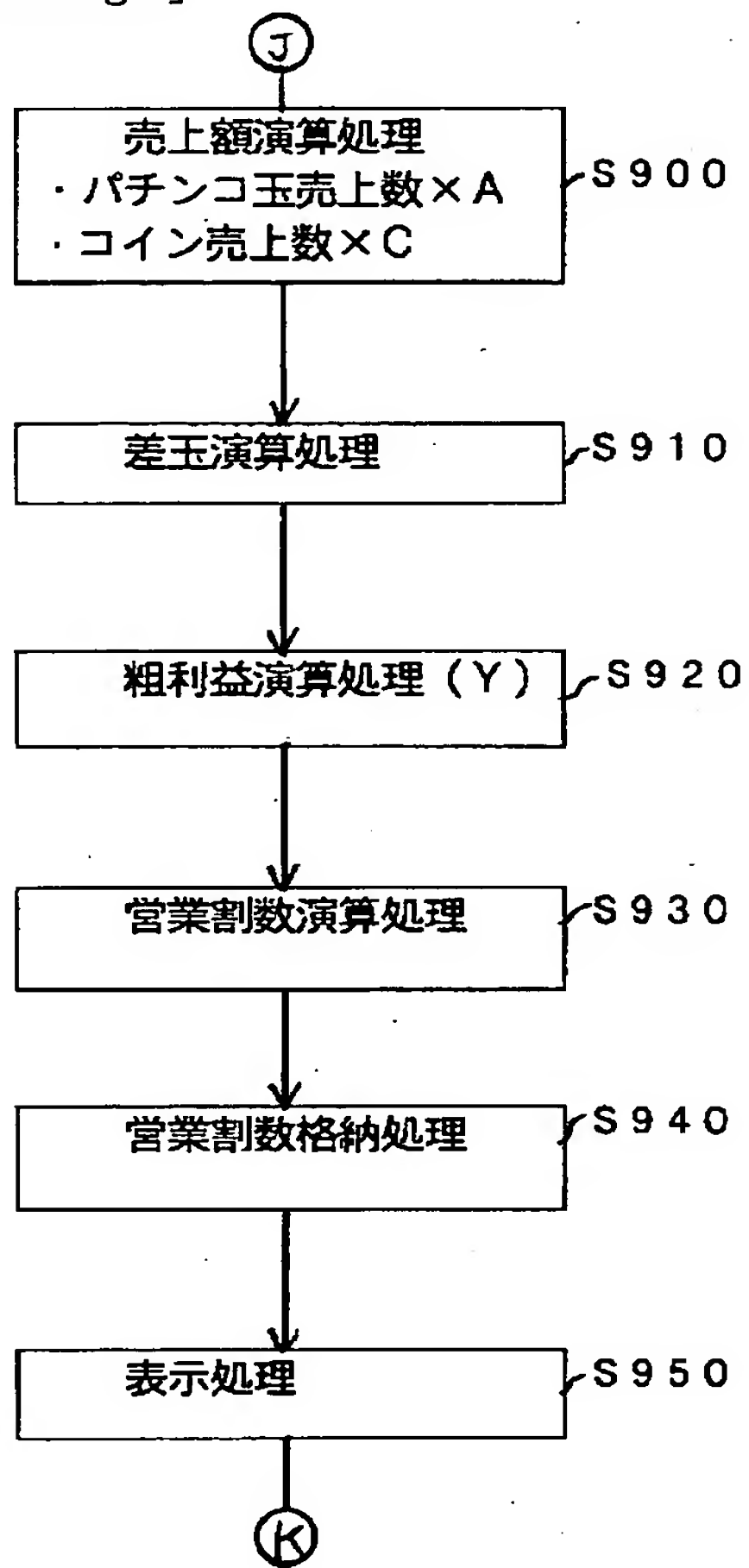
(b)

[Drawing 8]

171データテーブル

パチンコ玉売上数	375000	パチンコ玉売上高	$375000 \times A$	売上額
コイン売上数	25000	コイン売上高	$25000 \times C$	
パチンコ差玉	-330000	差玉	-280000	
コイン差玉	10000	粗利益額	Y	
パチンコ貸出単価	A	パチンコ交換単価	B	
スロット貸出単価	C	営業割数		

[Drawing 9]



[Drawing 11]

分類	売 (円)	差玉 (玉)	営業割数	粗利益 (円)
P	1500000	-330000	18.80	-262500
S	500000	10000	6.00	200000
計	2000000	-280000	15.60	-62500

(a)

分類	売 (円)	差玉 (玉)	営業割数	粗利益 (円)
P	1500000	-305000	18.13	-200000
S	500000	10000	6.00	200000
計	2000000	-255000	15.10	0

(b)

分類	売 (円)	差玉 (玉)	営業割数	粗利益 (円)
P	1562500	-330000	18.45	-200000
S	500000	10000	6.00	200000
計	2062500	-280000	15.43	0

(c)

[Drawing 10]

分類	売 (円)	景品玉数 (玉)	景品割数
P	1500000	700000	18.66
S	500000	15000	6.00

(a)

分類	売 (円)	景品玉数 (玉)	景品割数
P	1500000	700000	18.66
S	500000	15000	6.00
計	2000000	775000	15.55

(b)

分類	売 (円)	景品玉数 (玉)	景品金額	景品割数	利益 (円)
P	1500000	700000	1750000	18.66	-250000
S	500000	15000	300000	6.00	200000
計	2000000	775000	2050000	15.50	-50000

(c)

分類	売 (円)	景品玉数 (玉)	景品金額	景品割数	利益 (円)
P	1500000	680000	1700000	18.13	-200000
S	500000	15000	300000	6.00	200000
計	2000000	755000	2000000	15.10	0

(d)

分類	売 (円)	景品玉数 (玉)	景品金額	景品割数	利益 (円)
P	1550000	700000	1750000	18.06	-200000
S	500000	15000	300000	6.00	200000
計	2050000	775000	2050000	15.12	0

(e)

[Translation done.]